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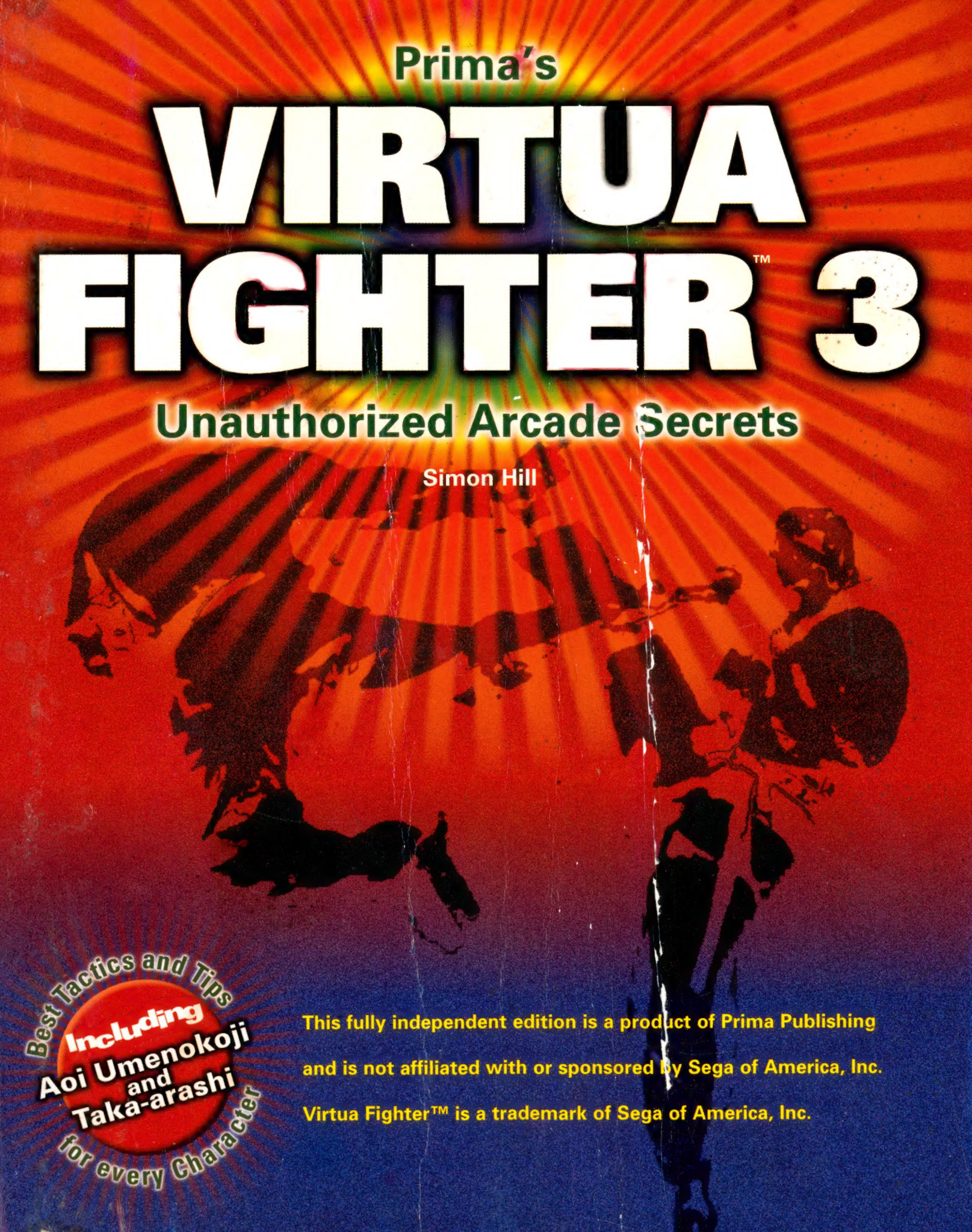
VIRTUA FIGHTER™ 3

Unauthorized Arcade Secrets

Simon Hill



Best Tactics and Tips

Including Aoi Umenokoji and Taka-arashi

for every Character

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Unauthorized Arcade Secrets

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Introduction

Ever since Sega unleashed the original *Virtua Fighter* on an unsuspecting world—in the process creating a whole new craze for 3-D "beat-'em-ups"—the series has dropped jaws the world over. In *Virtua Fighter 3,* Sega releases what must be considered the greatest 3-D fighting game ever made!

The game features the best graphical effects ever seen in any arcade game. The 13 characters and their 13 all-new environments are perfectly formed, texture-mapped, light-sourced masterpieces. They look so real you can almost lose yourself in their world.

A *Virtua Fighter* series hallmark is the sheer number of moves it bestows on each character. The basic attacks, throwing techniques, and reversal moves, all told, make for upward of 30 moves for each character—and at that point a guide like this becomes very useful.

Instead of standing in your local arcade wasting time and money figuring out moves and special attacks, simply consult the strategies in this guide and then get down to the business of kicking some serious butt!

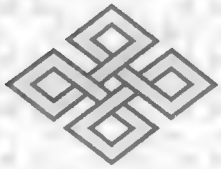
I hope you get as much enjoyment from *Virtua Fighter 3 Unauthorized Arcade Secrets* as I did while putting it together. Can't wait for *Virtua Fighter 4*!

Simon Hill

VIRTUA FIGHTER™ 3

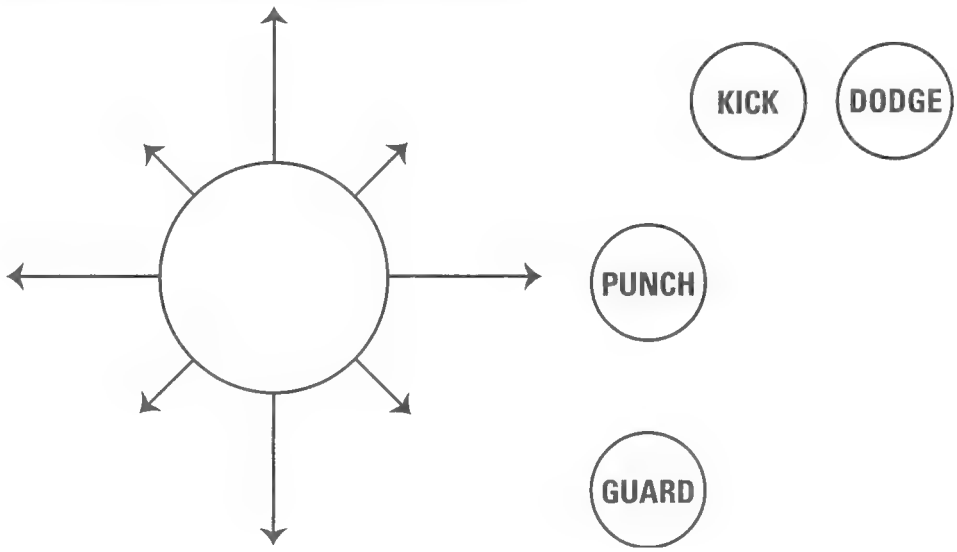
Unauthorized Arcade Secrets

Basics & Game Features



Before we look at individual characters and their special moves, we should spend a little time getting acquainted with the basics that'll form the building blocks for advanced playing skill. This chapter covers game controls, basic movements, and everything else you should know before you start to play *Virtua Fighter 3*. This section also features a guide to every fighting stage in the game, just to give you some idea of how great this game looks!

Controls and Buttons



Buttons

K = Kick
P = Punch
G = Guard
D = Dodge

Joystick Movements

All movements are for a character facing *right*.

d = Tap the Joystick down
u = Tap the Joystick up
f = Tap the Joystick forward from your foe
b = Tap the Joystick back from your foe
D = Hold the Joystick down

U = Hold the Joystick up
F = Hold the Joystick toward your foe
B = Hold the Joystick away from your foe

Two movement instructions together means push the Joystick into a corner: For example, d/f means push the Joystick diagonally down, forward; U/B means push and hold the Joystick diagonally up, backward.

General Moves

These moves are the same for every character in *Virtua Fighter 3*, so before you start to perfect the special moves for your favorite character, take the time to get used to these moves. The new Dodge button means this edition is slightly more complicated than previous *VF* games, and for this reason coming to grips with the basics is more important than ever!

U + D	Dodge into screen
D + D	Dodge out of screen
F or B	Step forward or backward
D/F or D/B	Crouch Step
f, f	Forward Dash
b, b	Back Dash
f, F	Run
d, u	Small Jump
d, U	Big Jump
d, u + P	Small Pounce
d, U + P	Big Pounce

General Strategy

Basic tactics form the foundation of a solid attack, so before you look at advanced strategies in the second chapter, take a little time to look at these basic tips. You'll be glad you did.

- Always follow up your attacks! If you knock an opponent to the ground, use your Ground Stomp attack. It does huge amounts of damage.
- Remember that you can only block midlevel attacks with the standing block: You take a hit if you're crouching.
- If you're knocked to the ground, always use a recovery move. When you get up, you'll usually catch your opponent off-guard.
- Always try to stay in the middle of the fighting arena. Nothing's more annoying than having a full energy bar and getting knocked out of the ring by a lucky opponent!
- If you knock an opponent to the ground, but haven't got time to use your Ground Stomp, keep well away from the downed fighter. If he uses a recovery move, you'll be in a heap on the floor before you know what's happened.
- Don't force the pace of a fight. If you're the type of player who likes to take a fight to your opponent, your attacks will soon become predictable and susceptible to counterattacks. Try to stay back, and then launch fast multiple-hit attacks when you see a chink in your opponent's defense.

Game Features

Virtua Fighter 3, powered by the new Model 3 Sega board, features 13 all-new backgrounds, and they're easily the most impressive ever created for a "beat-'em-up." Here's a description of each:

Jacky's Skyscraper

While playing on the skyscraper you get a tremendous feeling of height. The glass-like floor and perfectly scaled vanishing points almost give you vertigo. The city skyline features fully scaled buildings completely surrounding the fighting area, making the game feel enclosed. This is a real improvement over the flat, square fighting area of most fighting games.

Two sides of the fighting area have fences, but the other two are unprotected, so falling out of the ring is all too easy. The attention to detail on this stage is incredible, the scenery is amazing, and the graphical effects are nothing short of mind-blowing! For example, the windows on a nearby building are clearly visible: You can actually see desk lights, furniture, and other office equipment inside!

Jeffry's Sandbar

In my opinion, this is one of the game's most impressive stages. There are so many things moving around it feels like the entire stage is *alive*. Basically, you're on a small sandbar lying a few yards from a small island or peninsula. There are clouds in the sky, but the sun shines brightly and the light sparkles on the sea surface as waves undulate toward the shore.

Because the sandbar is cambered, the sea's current washes up and down against it, and the sea level rises and falls. This means the dry fighting area will grow or shrink as the bout goes on! The ripple of the water rolling across the sand is perfect, and as the water subsides it leaves a little ring of slightly darker wet sand. This quickly dries in the hot sun, gradually fading back to pale yellow, until the sea repeats the process!

This stage isn't just a pretty picture: Your characters interact and affect the scenery. As you move around on the beach, your character kicks up sand, scattering it toward his or her foe. Your character also can fight in the shallow sections of the sea: You can actually go splashing into the water, and send water flying when you fall. Because sea surrounds the entire island, you can be ringed-out easily, so take extra care!

Kage-Maru's Japanese Fort

The scene resembles an old fortress of the kind common in Japan in the Shogun era. The fighting area itself is set inside the fortress, close to one of the main outer walls and the fortified entrance, with a huge portcullis providing no obvious escape. This fighting area is multilevel; the elevation changes depending on where you stand.

The stone slabs making up the walls appear weathered; moss grows on the walls and weeds grow between the slabs. It looks like early fall: The floor is covered with leaves that fly up as the fighters move across them. Again, the attention to detail is amazing. The leaves rise quickly off the ground and float slowly back with little zigzag movements.

Lau's Great Wall of China

A magnificent view of the Great Wall of China provides the backdrop for this amazing stage. The sharp slope running along the wall gives the impression of grandeur. A giant banner flutters in the wind from every guard post fortification on the wall; the movement of the rippling cloth is unbelievably accurate, and changes with the varying strength of wind.

In the distance, the sun looks like it is has just risen. Its proximity to the horizon gives it a slight blur. A mist lingers between the hills and mountains. The fighting area allows you to go up and down the steps of the wall and lets you use the steps for tactical advantage. You can also use the small walls at either side of the fighting area to trap your opponent. Because the fighting area is long and narrow, occasionally a wall blocks your line of sight; to compensate, the game fades the wall to an opaque line frame, allowing you a full view of the fight. *Wow!*

Pai's Chinese Restaurant Roof

This is Pai Chan's fighting stage—atop a Chinese restaurant! The fighting area is made from wood, and slants heavily toward the street below. This makes "ring outs" very easy. The many Chinese signs create the feel of an urban Chinatown. The sloped roof gives the impression of depth; as the viewing angle swings around, it takes in the other shops and houses that make up the streets below. An iron fence protects two sides of the roof, but two sides are unprotected, and falling off is a real problem.

Aoi's Snowy Waterfall

This is another of my favorite stages. It's meticulously crafted, set in a small, rocky gully at the base of two small waterfalls. It's snowing, and a thin blanket of snow covers the ground. The gully walls are frozen; bits of ice and snow cling to the crags. The whole effect is so exceptional it almost makes you shiver as you play.

The fighting area is a slightly uneven, given the weathering effects of the mountain stream, a shallow pool, and streams of water

flowing between the rocks. Again the rock floor is smoothed off, dipping into the water in a gentle arc instead of a sharp drop.

And the snow isn't merely small, white flakes falling in front of the screen: It's in 3-D! The flakes in the distance are smaller than those in the foreground; as the viewing angle swings, so does the snow. The flakes disappear appropriately behind characters and reappear when a character moves or they fall past the body part obscuring it.

Another impressive effect is only noticeable when the camera pans away from the fighting characters. A slight misting effect becomes apparent, changing intensity with the distance of the "camera." The waterfalls themselves display some amazing animation and effects: For example, at the bottom of the falls, the cascading liquid splashes, producing bubbles that slowly drift away.

You must see this stage to believe it!

Wolf's Cave

At first, Wolf's stage looks simple. In reality, however, it offers some of the game's best effects. Set deep within an underground cavern, the only light comes from a large log fire burning in the distance. The fire crackles and spits, and little cinders fly off occasionally. As the flames twist and dance, the light on the cavern wall flickers accordingly, for an amazing shadow effect.

The glow of the fire is just enough to pick up the texture of the rocks; you can even see lichen growing in the crags. Nothing in this stage is flat: The walls curve and bend around with astonishing realism, and you can see huge stalagmites and stalactites in the background. The fighting area is uneven, and offers lots of scope for tactical play.

A large hole toward one side of the fighting area allows "ring outs"; a fence protects the other side of the ring. Despite the lack of immediately obvious graphical tricks, this stage has a disturbing, claustrophobic feel to it that can effect your fight.

Taka-arashi's Mountain Sumo Ring

This stage is a traditional Sumo ring lying high on a cliffside, near a mountaintop. With a steep drop on one side and a traditional Japanese shrine on the other, this stage is typical of Japan.

The fighting area is a huge, circular, stone Sumo ring. In the distance a cliffside path winds around the mountainside, disappearing over a small red bridge that straddles a tiny waterfall. On the other side you look away from the mountain and over the surrounding landscape, with its beautiful skyline and impressive scenery.

The battle area is flat; the circular Sumo ring creates an unusual visual effect. You must take care when fighting on this stage: the deceptively "wide-open" scenery obscures the Sumo ring's limited space. Again, as the fight progresses and the viewing angle changes, you can't fail to notice the eye-catching surroundings.

Sarah's Subway

Set in an apparently unused underground subway station, the primary features of this stage are the passing of a subway train and the stairs leading to an exit. The train is fast and moves smoothly, appearing from behind the moving characters and gliding through without slowing at all! A small, fenced-off flight of stairs leads toward an exit. You can use the extra height to jump over your opponent or to launch a jumping attack.

The station may look a little plain at first glance, but a second look reveals superbly drawn billboards livening things up. Although you can "ring out" your opponent onto the tracks, I don't believe characters can be run down by passing trains.

Lion's Library

This stage is best seen when a new round starts. The view zooms across the great hall, starting high up near the ceiling and swooping down low before it comes to rest on the characters. Huge pillars and marble arches hold up a balcony section that runs around the entire room. The entire stage feels very grand and regal.

Both the wall design and stone flooring feature detailed patterns. Giant windows run most of the side walls' length, and a huge, glass-domed ceiling tops off the effect. The main fighting arena is a raised dais in the center of the library. A fence protects two sides, but the other two are open, and falling off is very easy!

For me, the feeling of sheer *size* this stage generates is what really catches the attention. The polygon-based construction of this stage's scenery and backgrounds provides another notable design element, and really shows off the capabilities of the new Sega Model 3 board.

Shun-Di's River Boat

This stage is actually a group of boats and rafts floating in the middle of a river—and as you might imagine, "ring outs"' are commonplace. The group of boats bob up and down for an authentically nautical feel. A riverside city provides the backdrop. The water itself features some of this stage's best graphical effects. For example, the sun shimmers on the river as ripples created by the bouncing boats slowly diminish.

Akira's Dojo

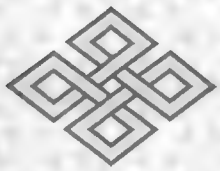
This is probably *Virtua Fighter 3*'s most basic stage. The fight area is set inside the wooden Dojo Akira practices in. A high, wooden fence protects two sides of the fighting area. The two remaining sides are completely open, however, offering an easy "ring out" victory to the cunning fighter (usually Akira!). The Dojo windows open onto what appears to be a dense forest.

The Desert

In addition to the twelve character stages, *VF3* features a 13th stage—the Desert. Although this stage doesn't seem to belong to anyone in particular, it still offers some amazing graphical effects. It's set in a vast desert stretching as far as the eye can see. In the distance a blazing sun slowly sets on the horizon. A strong wind blows across the fighting area, tossing up gusts of sand from time to time—a truly astonishing effect!

The sand itself provides another great visual effect: As with the sandbar in Jeffry's stage, sand scatters and flies whenever fighters land or try to kick. The sand here is slightly darker than the sandbar's, so you can see all the marks and depressions. As you approach your foe you leave footprints that slowly fill with sand as the wind blows!

The Characters



Now we've covered the basics of *Virtua Fighter 3* and looked at the game features, it's time to look at each of the 12 contenders in this years tournament in great detail. For each character you'll learn basic moves, special attacks, and throwing techniques, plus pro-battle tactics for each round of the game—your master class starts here!

Akira Yuki

Date of Birth:	23 September 1968
Sex:	Male
Blood Type:	O
Height:	1.80 m
Weight:	79 kg
Job:	Kung Fu Teacher
Hobby:	Kung Fu
Nationality:	Japanese
Fighting Style:	Hakkyoku-ken

Story Line

After winning the second tournament, Akira returns home and proudly tells his father the good news. Far from being happy, the old man responds by telling his son, "Don't flatter yourself. You haven't mastered anything, yet!" That very day, Akira begins another severe training program under his father's watchful eye. To finally complete his training—and answer the question, "What is true strength?"—Akira must fight in the third tournament.

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	7/10
Strength:	5/10
Combo:	5/10
Counter:	9/10
Overall:	8/10

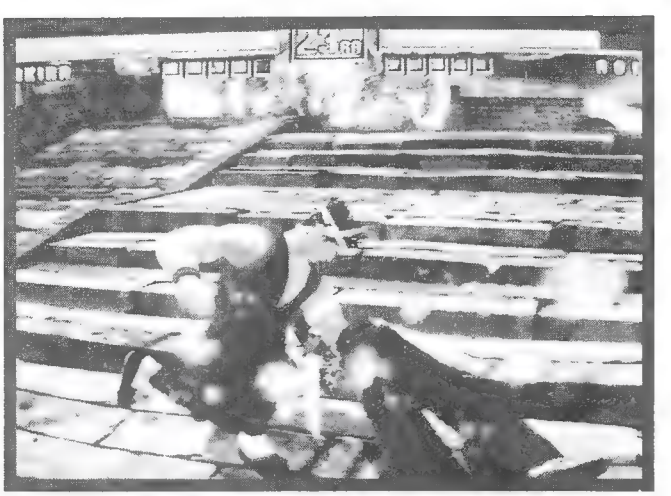
Akira is the game's best counterattacking character. If you like to block and then attack when an opening arises, he's your man. To play him effectively, you must first master the art of blocking, and then come to grips with his counterattack moves. His array of spectacular evasive attacks makes him difficult to play but hard to beat when an expert plays him.

Regular Attacks

Punch–Kick Combo	P, K
Punch Combo	P, P

Dashing Elbow	f, f + P
Super Dashing Elbow	f, f, f + P
Walking Shocker	b ,f + P
Single Jump Kick	f, f + K
Double Jump Kick	f, f + K, (K)
Single Palm	D, f + P
Double Palm	D, b, f + P
Yoho	d/f, d/f + P
Body Check	b, f, f + P + K
Collapse from Below	d/f + P + K
Crumbling Mountain	b, f + P + K
Bird Shocker	D, f + P + K
Dragon Spear Ceremony	d/f + K + G
Bird Walk Elbow	f + P
Mountain Paste	b, f + P + K + E

Akira knocks his opponent to the ground and delivers a string of punches to his unfortunate foe's stomach! To perform this move push P+G close to your opponent.

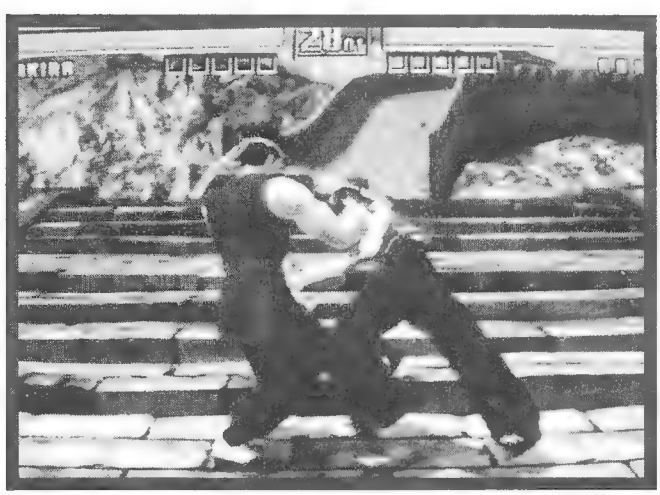


High Break Guard	f + P + G
Walking Destruction	d + P + G
Go To Gates	P + K + G
Side Kick	d/f + K
Ground Punch	d/f + P

Throwing Techniques

Collapsing Body	P + G
Advancing a Mile	d/b + P + G
Stumbling Throw	b, d + P + G
Spirit Grab (In & Out)	d/b, f + P + G
Reverse Body Check	b, d/f + P + G
Big Downfall	b, f + P + G
Big Finish	P + G (standing behind opponent)

Akira demonstrates one of his many throwing techniques. Press P+G while standing close to your foe and the result—devastating!



This basic punch combo is easy to perform and deadly when executed at the right time. Simply press P to pull off this cool combo!

Reversal Techniques

High Reverse	b + P + K
Mid Reverse	d/f + P + K
Low Reverse	d + P + K
Flip Kick Reverse	u/b + P + K

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Sarah

Sarah's speed makes life tricky for Akira. Your best tactic is to let her attack, and then block and counter. Her Rising Knee combo is

particularly difficult to block: It goes high, then low, so the crouching block stance is essential. Basically, Sarah is an aggressive character who relies on rapid attacks to beat her opponents. Take away this part of her arsenal and you can beat her with ease.

Vs. Shun

Shun-Di's speed and ability to throw a number of punches in a short space of time makes hitting him with a powerful attack a major achievement. For this fight, you must change your attack style. Stay back; when Shun comes forward, hit him with your Double Kick or Shoulder Charge. His multipunch combo can cause problems, so make sure your blocking is solid. Once he connects with the first hit, the ensuing blows are unstoppable!

Vs. Pai

Use Akira's counterattacks to punish Pai when she makes a mistake. For example, you can avoid her three-punch, sweep-kick combo easily, and this leaves you free to hit back in a big way. Pai Chan is probably *Virtua Fighter 3*'s fastest character, so your blocking must be perfect to play the counterattacking game against her. Watch out for high–low combos and her excellent throwing ability. This match is very difficult, so watch yourself!

Vs. Lau

The tactics for fighting Lau are virtually the same as those you used against Pai: Simply use Akira's counterattack skills to punish Lau when his attack misses. Lau is slightly slower than Pai, so if you defeated her this match will seem like a breeze!

Vs. Lion

Lion's unusual fighting style—the "Mantis" style—makes him a difficult opponent to hit. Because of his low fighting stance, most high attacks prove ineffectual against Lion. Use low, sweeping attacks or Akira's Single Palm attack to avoid this problem.

Vs. Jeffry

The muscle-bound Jeffry's excellent throwing ability makes close combat a risky business, so counterattacking can be difficult. I strongly recommend you change your fighting style for this match. Because you can't block a throw, fighting behind your guard is simply asking for trouble. Keep a safe distance from Jeffry and attack only when you can get a clear hit in. Use moves like the Double Palm or the Double Jump Kick for maximum damage!

Vs. Kage

Kage is one of the few fighters who can throw his opponents, counterattack, and string a good combo together, so a varied offense is essential. Don't repeat your moves too often: Kage soon wises up! He's quicker in *VF3,* so keep your guard up while you wait for a chance to attack.

Vs. Jacky

Jacky is one of the game's best all-around characters, so beating him is a major achievement. His attacks are fast and deadly: Blocking is the order of the day. The thing to remember is not to get hot-headed. In a straight trade of attacks he'll burn you every time. This match

can be very difficult; if you try to match Jacky blow for blow, he'll win! Your counterattack style is perfect here, allow Akira to soak up punishment and then use strong throwing techniques to punch his offense-minded foe!

Vs. Wolf

This is a very tricky match for Akira, because Wolf uses a multitude of throws. Waiting for an opportunity to counterattack can be tough, to say the least. You must use a combination of styles to beat the rugged wrestler: Counterattack, but go forward with punches regularly to keep the wolf-man on his toes.

Vs. Akira

Akira's mirror match is surprisingly easy. Your opponent will try to use the counterattack techniques you've used so effectively up to this point, so anticipating his moves should be no problem. However, the CPU has a nasty habit of performing the right move at just the right time, so watch out.

Vs. Aoi

Aoi Umenokoji is a new contender at this year's tournament, and the third female character to join the *Virtua Fighter* cast. Her speed and strength make her a very strong contender for the Grand Champion title. Her fighting style is similar to Pai Chan's, so to beat her with Akira use the good ol' counterattack style. Your blocking skills must be excellent, but Aoi's fighting style gives you many opportunities to counterstrike!

The Double Kick is Akira's trademark move and can cause huge amounts of damage when performed at the right time. Simply push f, f+K, K to use this move.

VS. TAKA-ARASHI

Another new character—this Sumo wrestler is *huge!* Obviously, he relies on strength and throwing ability to win matches, and this makes him a difficult opponent for characters like Akira, who favor the counterattack style! Use moves such as the Double Palm, Double Kick, Yoho, or Body Smash: They're fast, do lots of damage, and, more importantly, you can perform them from long range. They all limit in some way Taka-arashi's advantage in hand-to-hand combat.

Aoi Umenokoji

Date of Birth:	14 March 1979
Sex:	Female
Blood Type:	A
Height:	Unknown
Weight:	Unknown
Job:	Martial Arts Teacher
Hobby:	Ikebana
Nationality:	Japanese
Fighting Style:	Aiki Ju-Jutsu

Story Line

Aoi is the eldest daughter of a famous martial arts teacher. Her father and Akira's father are old friends, and their children have trained together since childhood. It was from Akira himself that Aoi's father learned of the tournament, and Aoi seemed very interested. (Could Aoi and Akira be *VF's* first romance?)

Skill Ratings & Basic Battle Strategy

Throw:	6/10
Speed:	9/10
Strength:	6/10
Combo:	7/10
Counter:	6/10
Overall:	8/10

Aoi Umenokoji is one of two new characters to join the *Virtua Fighter* ranks for this, the third, tournament. Her speed equals that of the speedy Pai Chan and Sarah Bryant, so combo attacks and quick hits make up the main part of her offense. Aoi's strange fighting style makes her tough to figure out. All in all, Aoi is certainly a strong challenger.

Regular Attacks

Double Punch	P, P
Moving Punch	P, P, P
Punch, Leg of Nails	P, P, K

Jab and Sweep Follow	P, P, P, d + K
Jabs and Kick Follow	P, P, P, K
Running Elbow	f + P
Spinning Blow	f + P, P
Cloud Kick	f, f + K
Iron Swords	d/f + P
Floating Smash	f, f + P + K
Palm of Coupling Phoenix	d/f + P + K
Cease to Rival	D/F + P
Robe Wheel	f, f + P
Cracking Thunder Blade	f + K
Bird Running in Grass	d + K + G
Cease to Rival	d/f + P
Small Jabs with Fat Blade	P, P, P, K

Aoi uses her immense speed to rain punches down on her opponent. Simply tap the P button to perform this combination of hits.

Throwing Techniques

Whirling Dervish	d/f + P + G
Body Throw	b, b/d, d, d/f, f + P + G
Intense Hand and Body	d + P + K + G
Breaking Technique	d/f + P + G
6-Level Obi Throw	b + P + G
Butt Dash	d/b + P + G
Joint Smash	D, f + P + G
Cedar Throw	P + G (must be behind opponent)

Reversal Techniques

Falling Body	b + P + K (High Reverse)
Flowing Hand System	b + P (High Reverse)

Aoi grabs her opponent and throws them to the ground with great power. Simply stand close to your foe and press P+G to perform this move.

This is Aoi's high kick and one of her most effective attacking moves. Just press the kick button to pull this move off.

Feather Duster	d/b + P (Mid Reverse)
Jaw of the Dragon	d/b + P + K (Mid Reverse)
Flowing Fan	d + P + K (Low Reverse)
Night Wing	b + P (High Reverse)

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

VS. LAU

Use Aoi's speed to counterattack Lau. This isn't an easy skill to use, but perfect it and this bout's a cakewalk. Lau is an aggressive fighter who likes to go forward. If you stop his attacks with skillful blocking, your counterattacking chances will be plentiful.

Vs. Sarah

Sarah is one of the most aggressive contenders in this year's tournament, so again the key will be your ability to block and evade her attacks skillfully. Sarah will take every opportunity she can to attack you, so if your blocking's up to the test, the counterattacking chances will just keep on comin'!

Vs. Shun

This match should be a piece of cake for the speedy Aoi. Use her speed and excellent attacking skills to overpower the slow Shun-Di with a barrage of high-low combo-based assaults. Shun's unorthodox fighting style may make things a little tough, but back up your attacking skills with solid blocking and you'll be a winner.

Vs. Pai

This bout can be very tough. Pai Chan can match Aoi's speed, which means you can't hope to overpower her with a string of fast attacks. Stay back and let Pai do the attacking in this match; just make sure you're ready to block the attacks she throws at you. This tactical method gives you lots of counterattacking chances.

Vs. Lion

You'll have to use all of Aoi Umenokoji's speed to get past the diminutive Lion. His low, crouched fighting stance makes him very difficult to attack effectively, and even harder to throw. Use Aoi's speed to attack Lion at every opportunity: If you hang around he'll be very difficult to beat.

Vs. Jeffry

Again, Aoi's speed is the key to this match. Attack Jeffry with fast combo techniques. This is not only the most effective way to approach this fight, but it's also the safest way to fight against a character like Jeffry.

Vs. Kage

Kage-Maru is the "all-'rounder" of the *Virtua Fighter* tournament, to beat him you must pull out all the stops and vary your tactics. Fast chain combos work well but don't overuse this style of attack, as Kage will wise up and use his punch reverse. Throwing attacks also work well against Kage, but, as with the combos, don't overuse this form of attack.

Vs. Jacky

Jacky is similar to his sister, Sarah, in that he's an aggressive fighter who'll keep coming at you. Because of this, your blocking once again goes under the microscope. Just make sure you're ready for the multilevel attacks he uses. I like to use Aoi's throwing ability and speed to punch Jacky when he makes a mistake.

Vs. Wolf

This is a tough bout, but Aoi Umenokoji has the speed to deal with Wolf. You must use Aoi's speed skillfully to move in on Wolf and attack with a fast combo, and then quickly jump back to safety. If Wolf tries to use his power throws, you must employ clever use of Aoi's speed (and the Dodge button) to avoid them at all costs.

Vs. Akira

Aoi's speed is the perfect weapon to overpower the counterattacking Akira. If you try to play the waiting game with this guy, he'll beat you every time. Instead, launch an all-out attack that will overwhelm him, leaving no chance for him to use his clever counterattacks.

Vs. Aoi

The single factor that decides this bout is how well you can block. Because Aoi is so fast, her ability to mix high and low attacks is excellent—and this means you must employ some skillful blocking. Whenever you get the chance to attack your opponent, use a combo and take full advantage.

Vs. Taka-arashi

Use Aoi's speed to combo Taka-arashi whenever you get the chance, and then follow up with ground attacks while the Sumo giant lies helpless. Trying to match him for throwing attacks and hand-to-hand combat is useless—he'll win every time!

Aoi is so fast; her ability to string high and low attacks together is second to none. Here she demonstrates the Low Sweep. Press d+K to perform this move.

Jacky Bryant

Date of Birth :	28 August 1970
Sex	Male
Blood Type	A
Height:	1.82 m
Weight:	75 kg
Job:	Indy Car Racer
Hobby:	Training
Nationality:	American
Fighting Style:	Sekken-do/Jeet Kune Do

Story Line

Although Jacky rescued his brainwashed sister in the second tournament, an attempt to restore her mind caused Sarah to lose her memory completely. Because he didn't feel comfortable living with a sister who no longer remembered him, Jacky moved into his own apartment in New York. When he heard of Sarah's plan to enter the third tournament to recover some of her memories, Jacky followed her.

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	8/10
Strength:	5/10
Combo:	7/10
Counter:	3/10
Overall:	8/10

Although Jacky failed to win the first or second *Virtua Fighter* tournament, he probably was the popular choice for strongest all-around character. In this third installment he's even better. The ex-Indy Car hero has some of the game's simplest but most effective combo attacks, making him deadly in every situation. If you want a warrior who's fast and powerful, Jacky's your man!

Regular Attacks

Double Spin Knuckle	b + P, P
Spin Knuckle Sweep	b + P, d + K

High Back Fist Kick	b + P, K
Low Spin Knuckle	d/b + P
Low Spin Knuckle Sweep	d/b + P, K
Lightning Kick	d + P + K, K, K, K, K
Flip Kick	u/b + K
Open Hand Slap	P + K
Double Middle Kick	d/f + K, K
Double Low Kick	d + K, K
Spinning Kick	K + G
Kick Spinning Knuckle	K, P, K
Side Hook Kick	b + K
Elbow Spin Kick	f + P, K
Elbow Knuckle Kick	f + P, P, K
Elbow Knuckle Low Kick	f + P, P, d + K
Double Punch Knee Kick	P, P, f + K

Jacky demonstrates his jumping knee attack. This move is very fast and extremely powerful—push f+K to perform this move.

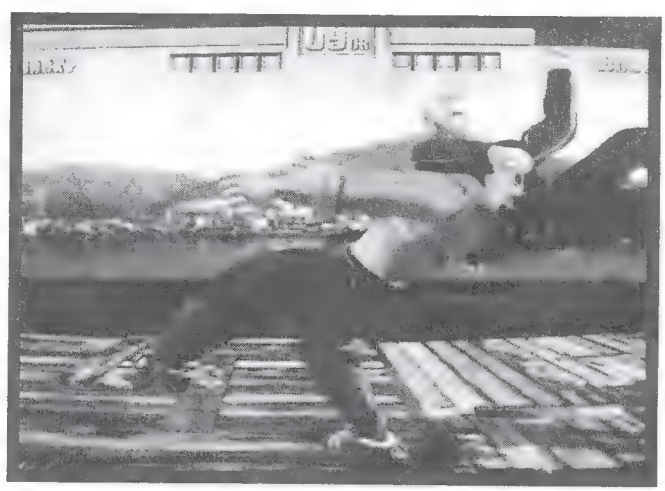
Open Hand Back Knuckle	P + K, P, K
Spinning Back Knuckle	P, P, b + P, K
Lighting Hook	d/f + P, P, P, P
2-Way Spin Kick	K, d + K

Throwing Attacks

Knee Strike	f, b + P + G
Devil Drop	P + G
Clothesline	f, f + P + G

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.



This is Jacky's second throwing attack, the Clothesline, is fast-moving and deadly. Push f, f+P+G while standing close to your foe.

In this screenshot, Jacky prepares to launch a Flip Kick attack on his opponent. Push u/b+P to perform this deadly move.

Vs. Lau

Use Jacky's superior speed and strength to overpower Lau with combo attacks. If Lau tries to move in and slow the fight, use a throw and follow up with a Ground Smash. Moves like the Side Hook Kick and Leg Hook are excellent against Lau. Because they have a long range and cause lots of damage, Lau can't move in and use his throwing advantage.

Vs. Sarah

Use Jacky's Spinning Knuckle to confuse Sarah; then move in for the throw. Jacky's excellent speed makes it possible for him to link punches and throws: Combo attacks work well against Sarah. Sarah's speed can be a problem, however; don't underestimate her ability to counterattack. The trick is to hold down your Guard button whenever you're not attacking!

Vs. Shun

Jacky's Leg Slicer move will take Shun-Di down a peg or two! Wait for Shun to drop his guard; then crouch down, sweep his legs, and follow up with a Ground Smash. Don't underestimate Shun's ability to string a combo together: If he gets the chance, he can be deadly. You must use skillful blocking.

Vs. Pai

Jacky almost matches Pai for speed, so once he lands the first hit of a combo there's nothing even she can do about it. The Double Punch–Snap Kick combo is very effective, knocking the opponent to the ground and setting her up for a follow-up attack.

Vs. Lion

Given Jacky's excellent range of low combos, defeating the Lion should be no problem. When he attacks, use your blocking skill to set up a chance to counterattack. Lion's low, "Mantis" fighting style can cause problems when you start to fight him. High kicking or punching attacks are almost useless; employ low, sweeping attacks instead.

Vs. Jeffry

This match is tough. Jeffry's throws have a huge range, and he has the strength and power to finish off an opponent quickly. Use in-and-out tactics for this fight: Jump in and attack with a power move like the Lightning Kick, and then quickly jump back to safety. Doing this repeatedly slowly drains your opponent's energy and limits the damage he can inflict on you.

Vs. Kage

Avoid using combos that start with punches against Kage; he can counter these easily. Use kicks instead. The Lightning Kick and Somersault Kick are particularly effective against the ninja. Watch out for Kage-Maru's speed: He can move in and throw you very quickly, so he's a dangerous foe when battling at close quarters.

Vs. Jacky

This match is a lot harder than you might think. If you go into this bout with all guns blazing, you could find yourself on the receiving end of a powerful combo. The key is to let your opponent make the first mistake, and then punish him with the combo he was trying to use on you!

Vs. Wolf

Use the tactics you used to defeat Jeffry in this bout. Fast multiple-hit combo attacks are the order of the day. Also, stay away from

Following up your attack in *Virtua Fighter 3* is essential if you want to win. In this screenshot, Jacky demonstrates his Ground Stomp attack—push u+P to perform this move.

close-range combat: You'll get burned every time, and with the sort of power Wolf possesses, he only needs a couple of attacks to drain your energy completely!

Vs. Akira

Jacky has the speed to attack Akira and get away with it. However, don't use the same pattern twice; your opponent soon wises up. Going to the well once too often is sure to result in one of Akira's many counterattacks.

Vs. Aoi

Aoi is similar to *VF3's* other two female characters—very fast, lots of throwing attacks, but lacking power! Therefore, take care fighting her: Jacky's amazing speed can't compete with Aoi's rapid attacks. Back up solid blocking with sound attacks. These aren't easy tactics to perfect, but they're essential if you want to win.

Vs. Taka-arashi

Taka-arashi exhibits something close to the power of Wolf Hawkfield and Jeffry McWild *combined!* Stay well away from hand-to-hand combat and use long-range kicking moves to knock Taka-arashi to the ground. Then use Ground Smashes to drain his energy. If you try and match the huge Sumo fighter blow for blow, you'll spend a good deal of the fight on your back!

Jeffry McWild

Date of Birth:	20 February 1957
Sex:	Male
Blood Type:	A
Height:	1.83 m
Weight:	111 kg
Job:	Fisherman
Hobby:	Reggae Music
Nationality:	Australian
Fighting Style:	Pancratium

Story Line

After losing to Pai in the tournament's first round, Jeffry returned to Australia empty-handed. Poor Jeffry was forced to attempt to rebuild his old, wrecked fishing boat (smashed by the legendary shark he hunts constantly). Now, plagued by debts and running out of money, Jeffry has no choice but to enter the tournament again.

Skill Ratings & Basic Battle Strategy

Throw:	9/10
Speed:	5/10
Strength:	9/10
Combo:	2/10
Counter:	4/10
Overall:	8/10

Jeffry McWild enters the tournament for one thing—money. He must buy a new boat to continue his fight against the devil-shark inhabiting his fishing waters off the Australian coast. In last year's tournament, Jeffry's lack of speed rendered him strictly second-rate. He's much faster in *VF3*, however, and this improved speed makes him a favorite to be crowned champion.

Regular Attacks

Knuckle Kick	P, K
Double Knuckle	P, P
Combo Kena Hook	P, P, b + P

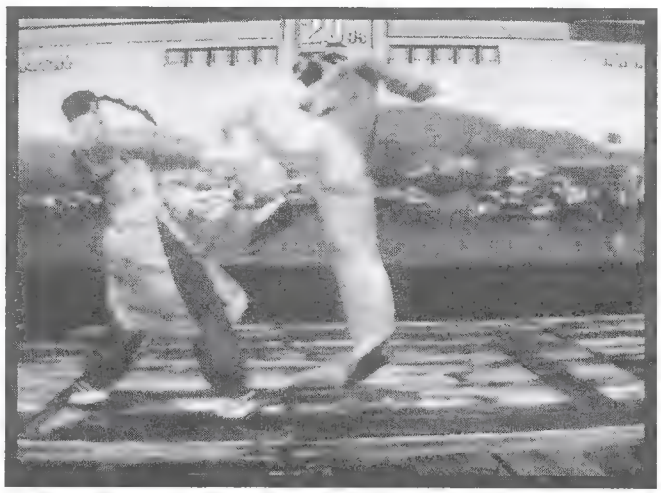
Elbow	f + P
Elbow, Hammer	f + P, b + P
Dashing Elbow	f, f + P
Elbow Upper	f, f + P, P
Elbow Stomp	b + P
Tornado Hammer	f, b + P
Kenka Hook	b, f + P
Kenka Upper	d/f, d/f + P
Smash Upper	d/f + P
Double Upper	d/f + P, P
Triple Upper	d/f + P, P, P
Upper Hand	D, d/f + P
Double Hammer	d/f, b + P
Round Hammer	b, d/f + P
Raging Hammer	b, d/f + P, P
Shot Knee	b + K
Kenka Kick	f, f + K
Heel Kick	f, d + K
Stomach Crush	b, d/f + P + K
Lift Throw	d + P + G
Middle Stab	f + P + K
Hell Dunk Hammer	d + P + K
Gun Hell Stab	P + E, P + E, P + E
Double Uppercuts	d/f + P, P
Head Attack	b, f + P + K

Heel Kick	b, f + K
Kick & Hammer	K, K, P
Running Uppercuts	b, d/f + P, P
Ground Stomp	d/f + K

Throwing Techniques

Power Slam	d/f + P + G
Splash Mountain	d/f, d/f + P + G
Box Throw	d/b + P + G
Power Bomb	d/f + P + K + G
Back Flip	P + G
Spin Buster	d + P + G
Body Lift	b + P + G
Machine-Gun Head	d/b, f + P + G

Jeffry grabs his opponent and raises him above his head. He now turns and falls backward, smashing his foe into the ground. Push P+G to perform this move.



This move is very similar to Jacky's knee attack. Jeffry smashes his knee into his opponent's head—push f+K to perform this move.

Tackle	b, d/f + P + G
Front Back Breaker	b, f, f + P + G
Head Butt	b, f + P + G
Iron Claw	d + P + G + K

This is another one of Jeffry's throwing attacks, push d/f, d/f+P+G to execute this move. This attack is powerful and easy to perform.

Knee Lift	d, f + P + K + G
Back Breaker	P + G (Must be behind opponent)
Devil Reverse Claw	d + P + G
Stomping	d/f + K

One Player vs. the CPU

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Vs. Lau

Use Jeffry's powerful throws to pummel Lau every time he misses with a combo. Lau likes to use his three-punch high or low kick combo, and if you've got your blocking sorted, this move will play

Jeffry smashes a foot into his opponents stomach. This move has a good range and plenty of power, so use it often. Simply press f, f+K to pull off this move.

right into your hands. Either throw Lau or go for a knock-down combo. This bout should be a breeze.

Vs. Sarah

Sarah's speed can pose big problems for Jeffry, unless you block quickly and effectively. She usually attacks with a fast combo, and then backs off. Your chances to counter will be few and far between, so prepare to make the most of the few openings you get.

Vs. Shun

Beware Shun-Di's multipunch combos: They can knock you to the ground in seconds. Shun's strange fighting style makes throwing him very difficult, so use Jeffry's regular attacks in this match. His Kick & Hammer, Head Attack, and Heel Kick attacks are particularly effective.

Vs. Pai

The outcome of this match boils down to how well you can anticipate and block Pai's lightning-fast combo attacks. If you can avoid her punch-and-kick combos, you'll have countless opportunities to counter. If not, this match could be over very quickly. Throwing Pai isn't that difficult if your timing's good: Because of her speed, timing a throw poorly will land you in big trouble!

Vs. Lion

This match should be no problem. Lion's an attacking fighter who likes to bring the action to you. Keep your distance, and set yourself in the crouching block stance. Now when Lion attacks you can counter

with ease. I recommend you vary your counterattack style as often as possible, using crushing throws and punch–kick combo attacks. These make it impossible for Lion to block your strikes effectively.

Vs. Jeffry

This is a tricky match. The computer has a massive advantage when it comes to throwing. To succeed, you must change your fighting style. Instead of getting in close and throwing your opponent, use uppercut moves to keep your opponent away from you. The Gun Hell Stab, Running Uppercut, and Heel Kick offer good damage, long range, and speed!

Vs. Kage

Kage's all-around ability makes this bout tough: If you try to punch him, he counterattacks. Get too close, and Kage uses his throws. Your best tactic is to attack with kicks; Kage has no special counter-attack for them. Jeffry's Kenka Kick is particularly useful against the ninja.

Vs. Jacky

Jacky is one of the few characters who plays into the hands of Jeffry's fighting style. Because Jacky attacks with alarming regularity, you have plenty of chances to counterattack. Don't forget to block, though, or you'll quickly learn Jacky is indeed "faster than lightning."

Vs. Wolf

Apply the tactics you used in the mirror match. Wolf has a habit of using his throws a fraction of a second before you do, so avoid close

combat. Keep him guessing with high and low attacks, and don't try to slug it out—or you'll end up on your back!

Vs. Akira

Akira's excellent counterattacking skills cause Jeffry big problems, but you don't have to abandon your throws altogether. Vary your attack pattern, and the throwing chances will come!

Vs. Aoi

Approach this fight with Aoi Umenokoji as you did your battle with Pai Chan: Stay back and let Aoi bring the battle to you. If your blocking skills are good enough, you can counterattack at will! It's useless to try and match speed with Aoi: She'll win every time. Instead, use Jeffry's massive power advantage to pummel her whenever she makes a mistake!

Vs. Taka-arashi

The big Sumo wrestler's massive power advantage makes him a difficult opponent for Jeffry. You must change your fighting style slightly: For this match, don't move in and use throwing techniques; instead, stay back and use Jeffrey's kick or punch attacks. This isn't Jeffry's ideal fighting style, but he has no choice against the power of Taka-arashi!

Kage-Maru

Date of Birth:	6 June 1971
Sex:	Male
Blood Type:	B
Height:	1.78 m
Weight:	66 kg
Job:	Ninja
Hobby:	Mahjong
Nationality:	Japanese
Fighting Style:	Hagakure-ryu Jujutsu/ Hagakure style

Story Line

Finally, in the second tournament, Kage succeeded in saving his mother (who had transformed into Dural). They lived a peaceful life together in a small, hidden village. After about a year, however, a mysterious illness afflicted Kage's mother. Kage's investigation revealed it was an after-effect of her transformation. He enters the new tournament to learn what connection this has to the new Dural.

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	7/10
Strength:	6/10
Combo:	7/10
Counter:	5/10
Overall:	7/10

Kage is faster than before, so in the third tournament he's even harder to stop. He's one of the game's best all-around characters. He can attack with multiple-hit combos, has a variety of powerful throws, and can even counterattack high punches. Although he doesn't excel in one particular area, he can use most fighting styles. This makes him excellent for rookie fighters. Kage is always a tough man to beat.

Regular Attacks

Leaf Pile	P, K
Violent Fist	P, P

Violent Fist Kick	P, P, K
Shotgun Fist	P, P, P
Shotgun Kick	P, P, P, K
Whirl Kick	P, P, P, u/b + K
Shotgun Helix	P, P, b + P
Side Shot	d/b + P
Elbow	f + P
Helix	b + P
Helix & Reverse Kick	b + P, K
Smashing Mountain	D, d/f + P
Rising Dragon Fist	f, d, d/f + P
Waterwheel Kick	u/b + K + G
Falling Leaf	b + K + G
Flying Corkscrew	f, f + K + G
Flying Kick	f, f + P + K + G
Heel Kick	d + K + G
Reverse Waterwheel	d/f + K + G
Full Moon Kick	u/f + K + G
Falling Flash Blade	f + P + K
Twisting Flash Blade	d/f + P + K
Whirling Flash blade	d + P + K
Wing-Flash Blade	P + K
Mid-Kick	d/f + K
Floating Body Kick	D, f + K
Flying Forward Kick	u + K

Kage demonstrates the advantages of the mid-range kick. These attacks are hard to block effectively and can cause large amounts of damage. Simply push the d+K button to perform this move.

Whirlwind Kick	u/b + K
Falling Shadow Kick	f, f + K
Earth Kick	d/b + K
Forward Roll	b, b/d, d, d/f, f
Backward Roll	f, f/d, d, d/b, b
Forward Roll Sweep	b, b/d, d, d/f, f + K
Backward Roll Sweep	f, f/d, d, d/b, b + K
Dragon Tail Flash	b, b + K + G
Half-Moon Kick	d + K

Throwing Techniques

Fat Sword	P + G
Sword Mist	d/f + P + G
Shadow Mist	b, f + P + G

This is Kage-Maru's most basic throwing attack, he grabs his opponent and throws him over his shoulder. This attack is powerful and fast—Push P+G to perform this move.

Change the Order	f + P + G
10-Foot Toss	b + P + G
Izuna Drop	u + P + G (after 10-Foot Toss)
Floating Body	u/f + P + G
Mist	P + G (behind opponent)

Reversal Techniques

High Punch Reverse	b + P + K

One Player vs. the CPU

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This move is perfect when mixed in with the mid-kick. Simply push the Kick button and Kage attacks his opponent's head.

Vs. Lau

The key to defeating Lau is to counterattack his high-kick combos. Wait for Lau to attack and then use skillful blocking to stop him. This stuns him for a second: Use this pause to throw him or launch a combo of your own!

Vs. Sarah

Kage is one of *Virtua Fighter 3*'s few characters who can match Sarah for speed and combo attacks. This makes beating her quite easy, so you can have some fun with this match. You can slug it out with fast attacks, or stay back and then counterattack when Sarah misses with a combo.

Vs. Shun

Kage's ability to reverse high punching attacks is the key to victory in this match with the aging Shun-Di. Shun likes to overwhelm his

opponent with high attacks and multiple-hit punches; well-timed reversal moves can eliminate this advantage, however, and leave you free to use combo attacks or throwing techniques to knock him to the ground.

Vs. Pai

Remember your battle with Shun? Well, Kage's counterattack ability is as equally effective against Pai Chan. Pai is an aggressive fighter who attacks whenever she gets the chance—giving you numerous opportunities to counter. If she charges toward you with a flurry of punches, you can almost guarantee she'll finish the combo with a high kick; crouch low and block. As her kick flies over your head, perform a throw.

Vs. Lion

Lion's an awkward customer to deal with. Kage can't use his punch countermove against Lion's low attacks, so forget this move, for now. Instead, let Lion attack. Then, once you've blocked the onslaught, throw the young skateboarder to the ground. Making the match even harder is the fact that Kage's throwing attacks are all but useless against Lion's low, "Mantis" fighting style. Be patient and make your chances count!

Vs. Jeffry

Close combat spells trouble when you fight Jeffry. He has a longer range and greater speed on all his throwing attacks, so he'll win the battle every time, no matter how fast you think you are! Don't even bother trying to mix it up with him. Instead, keep your distance and catch him off-guard with a quick combo or a string of hits.

Vs. Kage

Your mirror match is probably the hardest fight you'll face. Mix up your attacks to keep your computer opponent guessing, but take care when using a punch combo: Your clone can use the punch countermove as well!

Vs. Jacky

Jacky uses lots of kicking moves. These are difficult for Kage to counterattack effectively. Instead, concentrate on using combination attacks in this bout. Jacky has no counterattack moves, and believes in attacking, not defending. This makes him vulnerable to a well-timed, multiple-hit combo. The ex-Indy Car driver also lacks throwing moves, so don't be afraid to move in for a little hand-to-hand combat!

Vs. Wolf

Steer clear of close combat with Wolf: Mix it up with the champion wrestler and he'll tear you limb from limb. Again, fast combination

In this screenshot Kage-Maru demonstrates his speed and an ability to execute combo attacks with ease. Simply tap the Punch button to perform this rapid succession of hits.

attacks are called for. I like to use moves like the Flying Corkscrew, Flying Forward Kick, and Smashing Mountain. All these moves are fast and can be performed from a safe distance.

Vs. Akira

Attacking Akira with combination moves plays right into his hands. He can reverse almost anything you can throw at him! Instead, retreat and force him to set the pace. Wear him down slowly using throws and countermoves. Victory in this match is a test of patience and control.

Vs. Aoi

When you fight Aoi Umenokoji, one thing is guaranteed: She'll bring the fight to you and attack whenever she has the chance. This may be daunting, but if you stay back and block her attacks consistently, she'll play right into your hands. You can counterattack at will! Now use Kage's throwing technique to punish her mistakes.

Vs. Taka-arashi

Fighting the giant Sumo champion isn't a job for the fainthearted! Forget about using throws in this bout: Taka-arashi will destroy you every time. I recommend you stay back and use a basic, in-and-out attack style. Use one of Kage's roll moves to get close to your foe, attack, and quickly jump back to safety. Clever use of the Dodge button can confuse the big man, but this isn't an easy skill to perfect.

Lau Chan

Date of Birth:	2 October 1940
Sex:	Male
Blood Type:	B
Height:	1.72 m
Weight:	77 kg
Job:	Chef
Hobby:	Poetry
Nationality:	China
Fighting Style:	Koen-ken/Tiger

Story Line

Shortly after losing the second tournament to Akira by only the finest of margins, Lau received word that his restaurant was in dire financial trouble. Lau returned to the kitchen in an attempt to revive his once-famous restaurant. When he received an invitation to the third tournament, Lau left his kitchen in the hands of his best apprentice, and began preparing for his journey. They say a thin smile appeared on his lips.

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	8/10
Strength:	5/10
Combo:	7/10
Counter:	3/10
Overall	8/10

Lau Chan has a similar fighting style to that of his daughter. The fighting cook has three very quick combo attacks, and a number of throws to back these up. On the downside, Lau hasn't Pai's counter-attacking abilities, but he makes up for this with brute strength. If you like Pai but find her too weak, give Lau a try instead: You won't be disappointed.

Regular Attacks

Roundhouse	K + G
Sweep	d + K + G

Aerial Tiger Sting Kick	u/f + K
Tiger Kick	u/f + K + G
Two-footed Sweep	f, d + K
Lunging Palm	d/f, d/f + P
3 Punches & Roundhouse	P, P, P, K
Big Earth-Collapsing Attack	d/f, d/f + P + G
Palm Catching Elbow	b, b + P
Warbird Whirlwind Leg	b, b + K + G
Two Roundhouses	K, K
Multi-Sweeps	d + K, K, K, K
Tiger Spear Palm	b, f + P
With Kung-Fu Grip	f, f + P
Tiger Spear Palm	b, f + P
Knife Hand	d/f + P, P
Sidekick, Knife Hand	d/f + K, P, P

This move is one of Lau's most effective, and powerful attacking weapons! Simply push the K+G together and Lau performs this devastating spin kick.

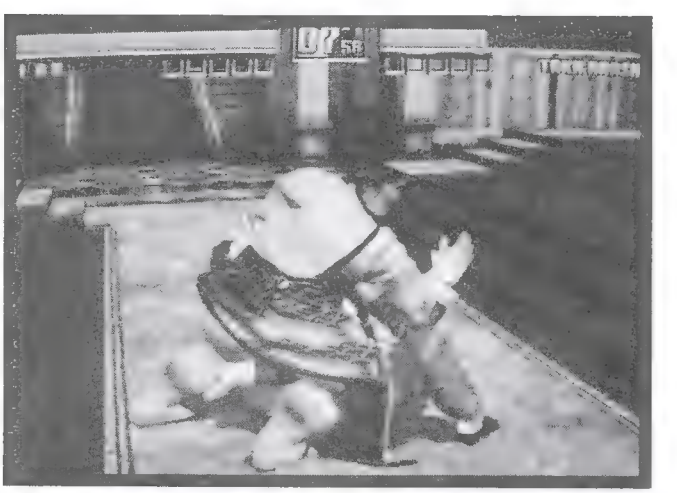
Punch Kick, High	P, P, P, K
Punch Kick, Low	P, P, P, D + K

Throwing Techniques

Over the Shoulder	P + G
Over Head Flip	d/f, d/f P + G
Falling Throw	f, b + P + G
Throat Grab	b, f + P + G
Stumbling Throw	b, d + P + G

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating each of the 12 characters, including a mirror match.



Lau grabs his opponent and throws them over his shoulder. This move is easily performed, just tap P+G and inflict lots of damage.

Lau uses his speed and combo ability to attack his opponent with a punch, sweep combo. To perform this chain of attacks simply press P, P, K!

Vs. Lau

This is your mirror match. The one thing determining who wins almost certainly will be how well you can block. Lau will attack you with fast, multiheight combo attacks, testing your ability to change your blocking stance. If you can cope, you'll have lots of counterattack opportunities.

Vs. Sarah

The key here is to attack Sarah before she attacks you. Because Lau lacks counterattack skills you must take the fight to your opponent. Make sure she doesn't get the chance to start a combo.

Vs. Shun

Shun-Di has some of the fastest punching attacks in the game, so again, blocking is a crucial factor. Couple this with Lau's lack of countermoves, and you're heading for trouble if you let this bout get

out of hand. Keep attacking your opponent with high and low punch and kick attacks. This leaves Shun-Di with no time to launch an attack of his own.

Vs. Pai

Combos are the order of the day when you're fighting Pai. Wait for her to attack, block it, and then quickly launch your own combo. Because Lau has no countermoves, this is the only way he can make full use of his opponent's mistakes—and Pai makes plenty of them!

Vs. Lion

When using combo attacks against Lion, make sure you finish with a low sweep. As the young skateboarder has a low stance, high kicks almost always go over his head. Block low when Lion attacks, as a couple of his throws take your feet away.

Vs. Jeffry

Lau is one of the few characters that can deal with Jeff relatively well. Use his fast combos and follow-up moves to keep Jeffry going backward all the time. If you can avoid close combat, this bout is yours for the taking.

Vs. Kage

Overpower Kage with Lau's speed combos. The ninja may try to sucker you into missing with a combo, and then use one of his many throws, so before launching into a four-hitter make sure there's an opening.

Vs. Jacky

This bout calls for a combination of attacking and defensive styles. If Jacky comes at you, block his attacks; then nail him with a punishing throw. Remember, missing with your four-hit sweep combo leaves you wide open to a counterattack, so only use it when Jacky's not blocking.

Vs. Wolf

This match is similar to the one you fought against Jeffry. Avoid close combat at all costs. Use fast attacks to gradually wear Wolf down. It may take some time, but it's the safest way to cancel out his superior grab range and power advantage.

Vs. Akira

Akira has so many counterattacks that trying too many combos against him just asks for trouble. For this match, try to vary your tactics. Go in for a throw, and then try a combo. Keep Akira guessing, or he'll punish you every time.

Vs. Aoi

The key to victory in this match is to let Aoi attack you. Your blocks must be flawless, but if you pull it off you'll have numerous counterattacking opportunities. Aoi is faster than Lau, so trying to match her with speed is a nonstarter. Couple counterattacking combos with well-timed throwing techniques.

Lau uses his mid-level punch to break the guard of his opponent. This move is great for starting a combo and can really frustrate a defensive opponent. Simply press d+P to perform this move.

VS. TAKA-ARASHI

The mighty Taka-arashi is one hell of a tough opponent to beat; however, Lau is one of the best-equipped characters to deal with his fighting style. Lau's few throwing attacks force you to fight with combo attacks, and this is basically the only way to approach the Sumo giant.

Lion Rafale

Date of Birth:	24 December 1979
Sex:	Male
Blood Type:	AB
Height:	1.71 m
Weight:	61 kg
Job:	High School Student
Hobby:	Collecting Knives
Nationality:	French
Fighting Style:	Toru-ken/Seven Stars Mantis

Story Line

Although Lion lost to Kage-Maru in the first round of the second tournament, in that time he became aware of a burning, fighting spirit buried deep within him, a satisfying feeling he'd never tasted before. Promising a rematch to all the fighters, Lion returned home and became absorbed in his training. In that time his skills improved greatly. Once again, Lion accepted the invitation to compete in his third tournament.

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	6/10
Strength:	5/10
Combo:	6/10
Counter:	4/10
Overall	8/10

Lion Rafale enters the World Fighting Tournament for the second time, and again brings his unorthodox Mantis fighting style to the battle. Even though Lion is only 15 years old, his crouched fighting stance and sweeping ground attacks make him a difficult opponent, definitely a character for experienced fighters seeking a challenge.

Regular Attacks

Shot Thigh	d/f + K
Vertical Jumping Palm	u + P + K

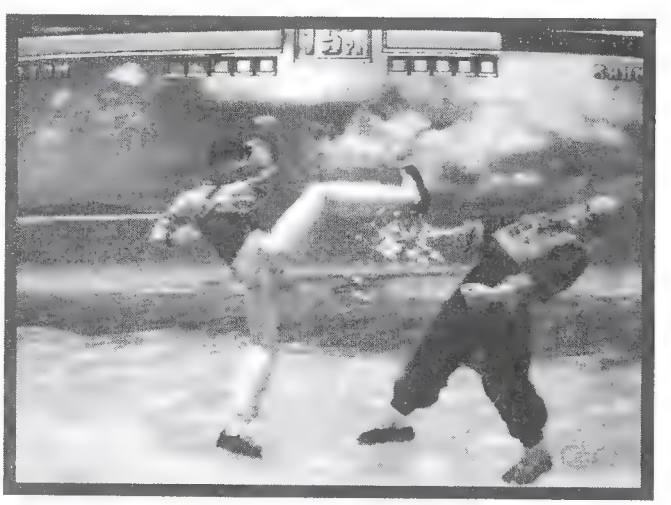
Knee	f + K
Flash Falling Kick	u/f + K
Piercing Legs	d/b + K
Moving Spin Kick	K, K
Whirlwind	u + K
Hang 'em High Kick	u + K, K
Squeaky Thighs	d + K
Forward Leg Sweep	d + K, K
Climbing Spin Kick	d + K, K + G
Hand Strike	b + P + K
Sweeping Backhand	d/f + P + K
Moving Hand	f + P + E
Dodging Brush Bash	d + P + E
Back Leg Sweep	d + K + G
Earth Hugger Sweep	d/f + K + G
Dashing Poke	f, f + P
Pounding Sting Fist	d/b + P
Traveling Pound Fist	d/b + P, P
Collapsing Mantis Smash	b + P
Elbow	f + P
Shadow Fist	d/f + P
Punch Kick Combo	P, K
Pounding Double Fist	P, P
Moving Fist	P, P, P
Moving Fist, Low	P, P, d + P
Happy Dance	u + P

Sweep	d + K + G
Retreating Hand Sweep	P + K
Both Ear Whirlwind	f + P + K
Feet of Arrows	d/b + K
Descending Fist	d/f + P (opponent must be on ground)
Punches with a Sweep	P, P, d + P
Pouncing Piercing Palm	D, f + P
Shallow Elbow with Punch	f + P, P
Rolling Mantis Body	b + P, P, K

Throwing Techniques

Violating hand	P + G
Elbow Dividing	b + P + G

Lion demonstrates his excellent high kicking ability. Simply tap the Kick button to perform this deadly attack.



Grasping Hand Shoot	f, f + P + G
Climbing Mountain	D, f + P + G
Falling Neck	u/f + P + G
Sky Strike Kick	b, f + P + G
Body Strike	f, d/f, d, d/b, b + P + G
Elbow Falling	d/f + P + G
Knee into Flutter	P + G (must be at the side of your opponent)
Bent Hand Back Attack	P + G (must be behind opponent)
Mantis Slashing the Knee	D, b + P + G
Changing the Diaper	d/f + P + G

This is Lion's flip kick. He grabs his opponents by the wrists then uses his power to kick his opponents' legs from under them—push P+G close.

This move is similar to the flip through and works well, providing you mix up the two attacks. Move in on your foe and press D, f+P+G.

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Lau

Use Lion's awesome sweeping attacks to cut Lau down to size, and then follow up with a Ground Stomp. Use this round to come to grips with Lion's low fighting stance: Using it to your advantage is the key to victory.

Vs. Sarah

Sarah relies heavily on her kicking attacks, so this gives Lion an advantage from the start. The key is to let her attack you, and then use a combination of anticipation and judgment to avoid her attacks. This gives you plenty of chances to counterattack.

Vs. Shun

This match is tough, because Shun has a similar fighting stance to Lion. Use your blocking skills to create attacking opportunities. Shun-Di attacks regularly, so you have plenty of time to unload combos on him.

Vs. Pai

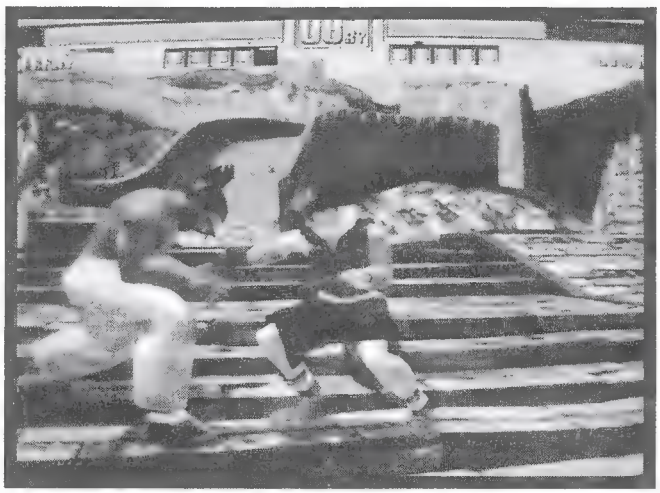
Lion is the best character in the game against Pai. He stays low and can sweep her legs away easily (Pai's most vulnerable area). Let the action star force the pace of the fight, then punish her when she makes a mistake.

Vs. Lion

Use your head in this match. The style you've been using so effectively during the last few matches turns against you in the mirror match. Use the low blocking stance, and concentrate on solid defense and disciplined counterattacking.

Vs. Jeffry

Use Lion's excellent sweep attacks to knock Jeffry to the ground as he moves in to throw you. Lion can use the Evade button to move around his opponent; this makes life tough for a throw-based opponent like Jeffry. The best way to beat Jeffry is to wait for him to move toward you, and then use the Evade button to move to his side and use a throw. You sidestep Jeffry's attack, and are free to launch an attack of your own.



This mid-level punch is an excellent way of breaking the guard of a defensive-minded foe. Remember this when time is running out—push d+P to perform this move.

Vs. Kage

Don't use high punches in this bout. Kage almost certainly will use his countermove to throw you to the floor. Play to Lion's strengths, and keep low. Use sweeping moves and throws to deny Kage easy countermove opportunities.

Vs. Jacky

The young school-kid is perfect for bringing Jacky down to earth with a bump. Lion's low combo attacks and awkward fighting stance cancel out a lot of Jacky's moves. This match is relatively simple, considering Jacky is usually a strong opponent.

Vs. Wolf

Use the same tactics that made you successful against Jeffry. The Evade button is again the key to the match and can really screw up

Wolf's throw-based game plan. Battles against a throw-based opponent are hardest for Lion, but if you stick to the foregoing tactics you should be able to get a win.

Vs. Akira

Don't go toward Akira. His counterattacks make him dangerous. Instead, stay back and set up in the crouching block stance. This makes you very hard to attack, and puts you in a great position to attack Akira with low sweeps.

Vs. Aoi

The hardest part of this match is dealing with Aoi's speed. You must use solid blocking skills and have the ability to counterattack quickly and with power. Use moves like the Body Strike, Climbing Mountain, or Violating Hand to punish Aoi when she makes a mistake.

Vs. Taka-arashi

This match is tough. Taka-arashi is a powerful opponent who likes to use his throwing techniques to pummel his opponent into the ground. Once again you must use the Evade button to dodge around the Sumo giant, and then throw him to the ground. If you try and slug it out with Taka-arashi, you'll lose every time!

Pai Chan

Date of Birth:	17 May 1975
Sex:	Female
Blood Type:	O
Height:	1.66 m
Weight:	49 kg
Job:	Action Star
Hobby:	Dancing
Nationality:	British/Chinese
Fighting Style:	Ensei-ken/White Crane Fist

Story Line

Although Pai lost to Lau in the second *Virtua Fighter* tournament, she left with a new perspective on her father. What does he seek with his fists that's so important he'd forsake his family? Pondering that, Pai began working on her new world-spanning, big-budget film. That is, until she heard there'd be a third tournament....

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	9/10
Strength:	3/10
Combo:	7/10
Counter:	7/10
Overall:	9/10

Pai is the game's fastest character, with lightning-fast combos and the speed to follow them up. She also has a good range of throws, and a number of very effective counterattacks. Her biggest downfall is her lack of power: Her attacks are fast, but don't cause much damage. If you're action-oriented and like to defend and then counterattack with deadly precision, Pai is tailor-made for you.

Regular Attacks

Whirlwind Fang	K + G
Swallow Spin Kick	d + K + G
Fluttering Body	d/b + K + G

Reverse Round House	b + K + G
Swallow Dance	f + K + G
Spin Mid Kick	d/f + K
Lunging Kick	f, f + K
Spinning Heel Kick	D, K
Flip Kick	u/b + K
Single Crane Kick	u/f + K
Double Crane Kick	u/f + K, K
Tiger Swallow Kick	K, K
Traveling Sweep Kick	d + K, K
Encircling Reach Palm	d/b + P
Cleansing Punch	f + P
High Step Cleansing Punch	b + K
Piercing Tiger	D, f + P
Son of Swallow	f, f + P
Traversing Heel Kick	P, K
Traversing Palm	P, P
Smashing Spin Heel	P, P, K
Rumble of Thunder	P, P, P
Multi-Punch Kick Combo	P, P, P, f + K
3 Punches, Flip Kick	P, P, P, u/b + K
3 Punches, Sweep	P, P, P, d + K
Low Blue Fist	d/f + P
Traveling Low Blue Fist	d/f + P, P, K
Heaven & Earth Head Fall	f, b + P + G

This screenshot shows the final part of Pai's punch-sweep combo. This chain of hits is very fast and almost impossible to block. Simply push P, P, P, d+K to perform this attack.

Knife Hand	D, d/f + P
Stumbling Throw	b, d + P + G
Straddling Air Flip Throw	d/f + P + G

Throwing Techniques

Body Fall	P + G
Thunder Throw	f + P + G
Body Fall, Fist Follow	f, f + P + G
Whirlwind War Sparrow	b, f + P + G
Head Falling From Heaven	f, b + P + G
Violent Phoenix	D, f + P + G
Stumbling Throw	b, d + P + G
Straddling Flip Throw	d/f + P + G
Fist Challenge	P + G (behind opponent)
Circle of Wind	f + P + G + K

Pai uses one of the many throwing attacks perfectly in this screenshot. She grabs her opponent, then using perfect balance pushes them to the floor. Push P+G while standing close to perform this move.

Reversal Techniques

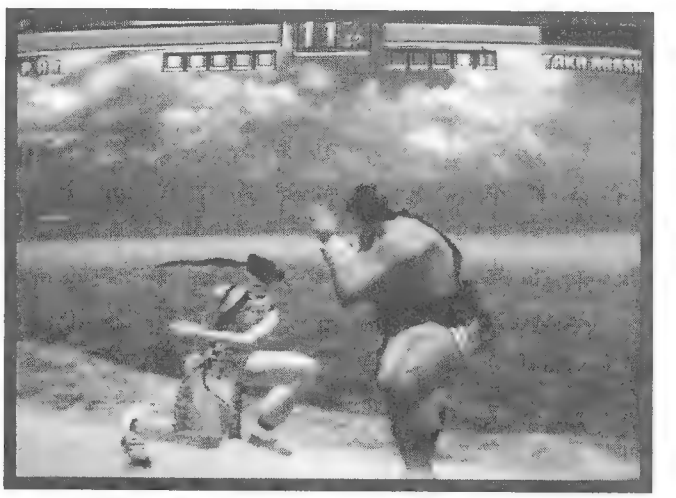
High Reverse	b + P + K
Mid Reverse	d/b + P + K
Special High/Mid Reverse	f + P + G
Low Reverse	d/f + P

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Lau

This battle is against Pai's estranged father, Lau. His attack style and special moves are very similar to his daughter's, so this match



The Ground Stomp is a crucial part of winning in *Virtua Fighter 3*. In this screenshot, Pai shows us her ground attack—Simply press u+P to perform this move.

can be tricky. Lau's an attacking fighter, so let him bring the fight to you. This gives you the chance to counterattack with either throwing attacks or combo techniques.

Vs. Sarah

Sarah's speed and power make this match very difficult, putting pressure on your blocking abilities. Both combatants can attack quickly and cause high amounts of damage. Mix Pai's fast combos with throws and counterattacks; Sarah can't cope with this kind of varied attack.

Vs. Shun

Shun finds it virtually impossible to deal with the three-punch, low-sweep combo. He blocks the first three punches, but can't block quickly enough to stop the sweep. Use this combo to knock your foe to the ground; then follow up with a ground attack. You'll quickly drain his energy.

Vs. Pai

To beat Pai you must play her game. Use punch and kick countermoves to stop the computer's combo attacks, then move in for a throw. Because the computer opponent can perform countermoves in a split second, varying your attack is essential.

Vs. Lion

This battle should be a piece of cake for Pai. Use high and low combos to knock Lion off his guard. He'll try to use his unorthodox style to counterattack, but solid blocking can stop this. Then use throwing techniques to counterstrike. Concentrate your attacks on Lion's feet: His low fighting stance leaves him vulnerable in this area. He tends to duck under high kicks.

Vs. Jeffry

Even Pai, with her relatively good throwing skills, can't afford to get too close to Jeffry: The tall Australian's throwing range is far greater than the diminutive Pai's. Keep a safe distance from your opponent, move in when he misses with an attack, and quickly hit him with a combo. Now retreat, and wait for the next opening.

Vs. Kage

Attacking Kage-Maru with a flurry of punches can land you in trouble: His punch countermove causes lots of damage quickly! For this reason, throws and kicks tend to work very well against this mystical ninja. Pai's Back Flip Kick is a particularly effective move.

Vs. Jacky

This match features the game's two most aggressive fighters, so your blocking must be solid. If you let Jacky get the upper hand early in the round, you'll find it very difficult to get back in the match. Keep blocking until Jacky makes a mistake, and then punish him with a combo.

Vs. Wolf

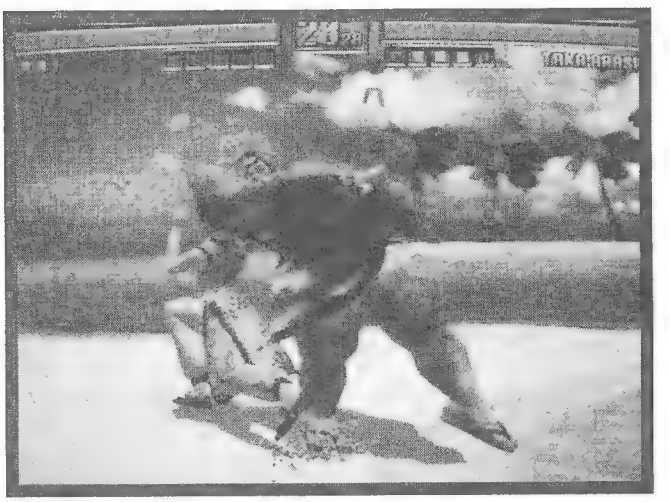
Pai should be able to overpower Wolf with the sheer speed of her attacks and combos. However, the wrestler's superior throwing ability means that close combat is out of the question. Keep the battle at a distance, and counterattack quickly whenever possible.

Vs. Akira

Because Pai is an attacking character, going forward is a large part of her style. The problem is that this plays right into the hands of a counterattacking fighter like Akira. For this match, you must change your style. Stay back and use Pai's throwing advantage.

Vs. Aoi

Fighting Aoi is similar to the match with Sarah. She has speed, strength, and excellent countermoves. Taking the battle to Aoi can be a risky business: Her blocking skills are excellent and she can counterstrike very quickly. Stay back and let her make the mistakes; when she does so, use Pai's speed to move in and throw her to the ground. Follow up with a Ground Stomp.



Pai Chan uses her amazing speed to move in on her opponent and perform her deadly sweeping attack. Simply push D+K+G to perform this move.

Vs. Taka-arashi

This guy is a huge opponent with massive amounts of power; if you use the correct tactics, however, this fight shouldn't prove that difficult. You must use Pai's speed to move in on Taka-arashi, launch a quick attack, and then jump back to safety. Never try to match the Sumo champion with hand-to-hand combat. He'll beat you every time!

Sarah Bryant

Date of Birth:	4 July 1973
Sex:	Female
Blood Type:	AB
Height:	1.73 m
Weight:	55 kg
Job:	College Student
Hobby:	Skydiving
Nationality:	American
Fighting Style:	Sekken-do/Jeet Kune Do

Story Line

Jacky, claiming to be Sarah's brother, rescued her at the tournament, but her memory had been wiped clean. (Dural's creators, Judgment 6, had brainwashed Sarah to kill Jacky.) Although memory fragments surfaced as she lived her daily life, she found they returned far more often during training. Hopeful that fighting will help her recover the rest of her memory, she has entered the third tournament.

Skill Ratings & Basic Battle Strategy

Throw:	7/10
Speed:	8/10
Strength:	5/10
Combo:	7/10
Counter:	3/10
Overall	8/10

Sarah is one of the tournament's fastest characters. She backs up her speed with solid throws and powerful kicking moves. She may not be the most exciting character to watch, but she's extremely effective, and can follow up attacks with a virtually unstoppable Ground Stomp. She also has an impressive range of kicking moves (her Mirage Kick is particularly deadly). Make no mistake about it: The lady deserves respect.

Regular Attacks

Punch Combo	P, P
Flash Piston Knee	P, P, P

Combo Rising Kick	P, P, P, u + K
Punch Kick Combo	P, K
Punch Side Kick Combo	P, d + K
Round Kick	u + K + G
Step Round Kick	f + K + G
Side Hook Kick	d/b + K + G
Leg Slicer	d + K + G
Low Spin Kick	d/f + K + G
Spin Edge Kick	b + K + G
Spin Heel Seed	u/b + K + G
Snap Side Chop	d/f + P
Rising Elbow	f + P
Double Joint Attack	f + P, K
Elbow Side Chop	f + P, D/F + P
Elbow Heel Seed	f + P, b + K
Double Kick	b + K
Flip Kick	u/b + K
Middle Kick	d/f + K
Illusion Kick	d/f + K + K
Mirage Kick	d/f + K + K + K
Mirage Low	d/f + K, K, b + K
Knee Kick	f + K
Dash Kick	f, f + K
Rising Knee	D, f + K
Double Rising Knee	D, f + K, K

Toe Kick	d + P + K
Spin Turn Kick	D, b + K
Double Spin Kick	D, b + K, K
Double Thrust Kick	K, K
Full Spin Dive	u/f + K
Dragon Cannon	d/b + K
Tornado Kick	u/f + K + G
Round Kick	u + K + G
Spinning Kick	K + G
Combo Rising Knee	P, P, P, K
Combo Flip Kick	P, P, P, u/b + K
Low Spin Kick	d/f + K + G
Spin Heel Kick	b + K + G
Full Spin Turn Kick	u/f + K

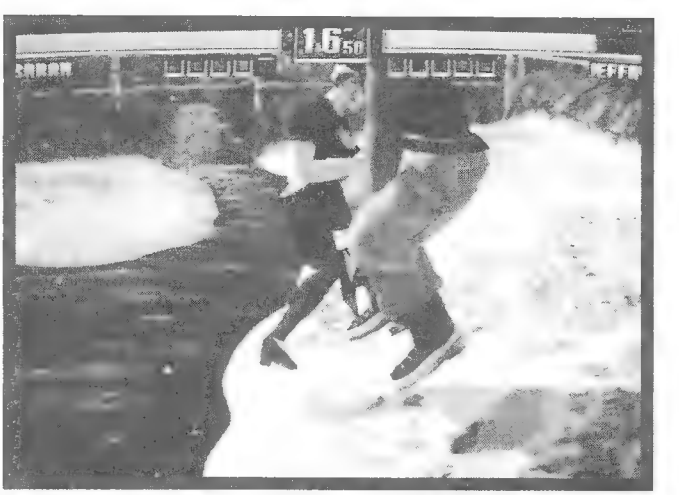
In this screenshot, Sarah shows us the advantage of the mid-level kick. This move is fast and easy to perform, simply press d+K.

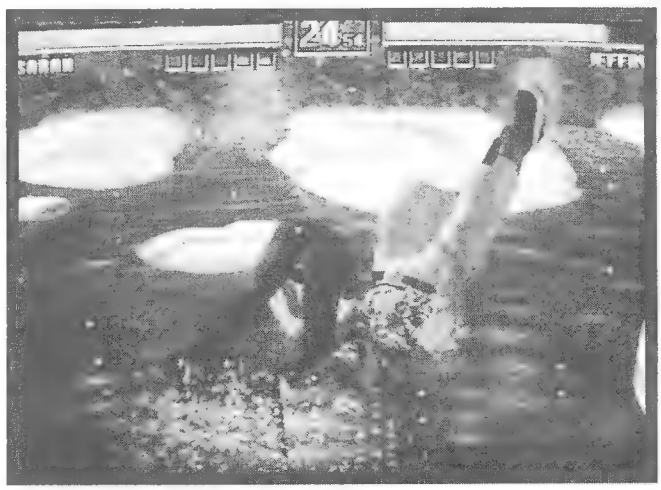
Moonsault	u/f + P
Soccer Ball Kick	d/f + K (opponent must be on floor)

Throwing Techniques

Lightning Knee Kick	b + P + G
Clothesline	f, f + P + G
Frontal Suplex	P + G
Side Neck-Breaker	u/f + P + G
Leg-Hold Throw	b, f + P + G
Back Drop	P + G (behind opponent)
Low Back Drop	P + G + K (behind opponent)

Sarah moves in on her foe and grabs them by the neck. She now repeatedly drives her knee into the opponent's stomach. Stand close and press b+P+G.





This is Sarah's most basic throw. She grabs her opponent and, using her body weight, turns them over and smashes them into the ground. Simply press P+G while standing close.

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Lau

Use Sarah's speed to overwhelm Lau with a barrage of kicks as soon as this bout starts. If he tries to attack, simply block, and then throw.

Vs. Sarah

To beat your clone, use fast attacks and combinations to cause damage, and then retreat to safety. When your computer opponent comes forward, block well. Stay on your toes, and an easy throw is your reward.

Vs. Shun

Because Sarah has no real counterattack moves, stopping Shun-Di is tough, especially when he attacks with punch combos. Make full use of Sarah's throws in this bout: The suplex is particularly useful when Shun runs toward you.

Vs. Pai

This bout should be a piece of cake for Sarah. Let Pai attack and then block her predictable combos. When she misses with a blow, counterattack using a Rising Knee combo or a Mirage Kick.

Vs. Lion

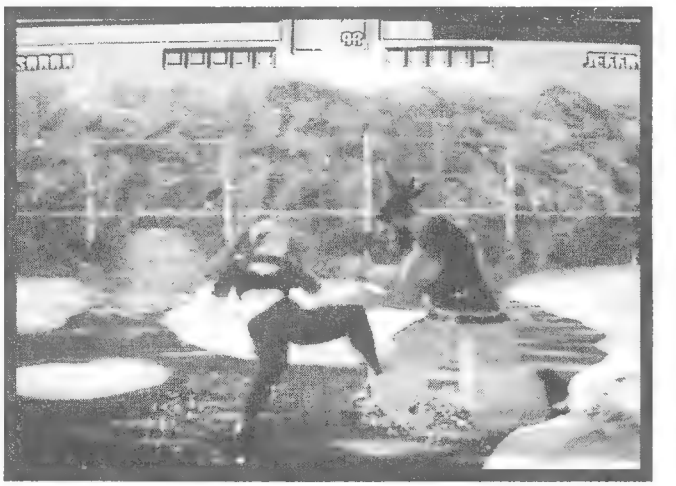
The best way to dispose of Lion is to use low sweep kicks. In contrast, the Mirage Kick isn't very useful in this bout: The final kick goes over Lion's head, leaving you open to counterattack. Sarah's Double Step Knee attack also is risky in this fight.

Vs. Jeffry

Sarah is one of the few characters who can beat Jeffry without much trouble. Her Mirage Kick keeps Mr. McWild at a safe distance, doing masses of damage in the bargain. As soon as the big guy hits the floor, follow up with a Ground Stomp.

Vs. Kage

The best tactic for fighting Kage is simple: Attack! It's vital you use only kicking moves such as the Knee Step-In and Mirage Kick in this match. Kage counters punches easily, so using them is asking for trouble.



If you use this move sparingly it can be a real match-winner. Simply press the Kick button and Sarah attacks her foe's head with a lightning-fast kick.

Vs. Jacky

Jacky's tough to beat. His speed is equal to Sarah's and his combo attacks quickly punish mistakes. The best way to fight Jacky is to stay back and let him come to you; this gives you the chance to counter his blows with throws.

Vs. Wolf

The Mirage Kick works wonders against Wolf, as it did against Jeffry. Just remember not to let the huge wrestler get anywhere near you; a throw always results.

Vs. Akira

Charging toward Akira is risky, as most of the game's other counterattacking characters have found, to their cost. Stay back, and use your throws to wear him down.

Vs. Aoi

Aoi Umenokoji is one of the fastest characters in the *Virtua Fighter 3* tournament—more than a match for Sarah's rapid attacks. The trick is to let her attack and employ solid blocking skills to stop her scoring hits. If you can pull this off, you'll have lots of counterattacking opportunities.

Vs. Taka-arashi

This is an easy match for Sarah, if you use the correct tactics! Use her speed to keep the Sumo giant guessing. Long-range kicks and special moves will wear him down slowly. Don't move in to use your throwing techniques when fighting Taka-arashi: He'll beat you every time!

Shun-Di

Date of Birth:	2 January 1912
Sex:	Male
Blood Type:	O
Height:	1.64 m
Weight:	63 kg
Job:	Herbal Doctor
Hobby:	Collecting Medicinal Herbs
Nationality:	Chinese
Fighting Style:	Sui-ken/Drunken Fist

Story Line

During the second tournament, Shun saw a suspicious figure. He followed it, and it turned out to be a beloved disciple, a man he'd raised himself. He never found an opportunity to talk to him, but the incident filled Shun's heart with doubt. Why would they meet here? Why hadn't he heard from his student in so many years? With the hope of solving the mystery, Shun entered the third tournament.

Skill Ratings & Basic Battle Strategy

Throw:	2/10
Speed:	6/10
Strength:	5/10
Combo:	8/10
Counter:	5/10
Overall	7/10

Shun's style of "drunken kung fu" is deceptive, and difficult to fight against. Factor in his low fighting stance and you have one heck of a good fighter. If he can stay sober, he's got a good chance of going all the way!

Regular Attacks

Body Straddle	d/f + P + G
Moving Hands Under Chin	b, f + P, P, P
Cartwheel Kick	f, f + K
2-Fisted Falling-body Attack	f + P + K

Shun's unorthodox fighting style means he has some really bizarre attacks. In this screenshot, he is actually sitting down in the job! Push d, d to perform this move.

Sweep	d + K + G
Sit Down	d, d
Handstand	u + P + K
Drunken Master's Gambit	P + K (performed after Handstand)

The Handstand Kick is another one of Shun's strange attacking moves. First perform the Hand Stand move, now simply tap Kick.

Chasing the Master's Woman	f + P, P, P, K
2 Punches 2 Sweeps	P, P, d + K, K
Jumping Jack Attacks	K, K
Dodging Kick	f + K + E
2-Handed Push	P + K
Drunken Walk Hard Fists	b, d/f + P

Throwing Techniques

Falling Throw	b + P + G
Multipunch	P + G
Human Vault	d/f + P + G
Choke Punches	P + G (must be behind opponent)
Leg Grab	P + G (must be done after Handstand)

This is Shun-Di's basic throwing attack, although it doesn't look much like a throw at all. Simply press P+G while standing close.

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Lau

Shun-Di's poor throwing ability makes counterattacking Lau in the normal way very difficult. Use some of Shun's more unorthodox moves to confuse Lau and keep him guessing at all times. This can be a difficult match—hang in there!

Vs. Sarah

Let Sarah attack you; then use Shun-Di's speed to attack Sarah after she makes a mistake. Because Shun has no counterattacks, and only a couple of throwing attacks, the best tactic is to keep attacking her once you get the chance. The key is knowing when that is! You can catch Sarah off guard with Shun's multiple-punch combo.

Vs. Shun

Beat Shun by playing his game: Use combo attacks and lots of low, sweeping moves to bring Shun to the ground. When the old man is lying helplessly on the floor, follow up with a Ground Stomp attack.

Vs. Pai

Shun's low fighting stance gives him an advantage in this match. A lot of Pai's moves are high or midlevel attacks, so Shun should have

few problems avoiding them. Once you've dodged Pai's onslaught, launch an attack of your own. Use low kicks whenever possible because Pai can easily counter high and midrange moves.

Vs. Lion

Lion's fighting style is similar to Shun's in that both fighters stay low and like to use punch-based combo attacks. Use your blocking skills to stop Lion's attacks, and then counter with your own combos. Lion has no dedicated counterattacking moves, so he's powerless to stop you.

Vs. Jeffry

This bout is perfect for Shun. The old drunk lacks any real throwing attacks, so you must take the fight to Jeffry. Pummel the big Australian with punches; this makes it very difficult for him to use his throws. Vary your attacks between high and low blows, and remember to follow up with a Ground Stomp attack when you knock your opponent to the floor.

Vs. Kage

Don't let Kage get too close in this bout: He'll out-throw you every time. Keep him at a distance and vary your attack. Kage can counter combos starting with high punches easily. Your best tactic is to use low attacks whenever possible.

Vs. Jacky

The key to this match is *attacking*. Jacky has no dedicated counterattacking moves, so he finds it difficult to cope with an aggressive

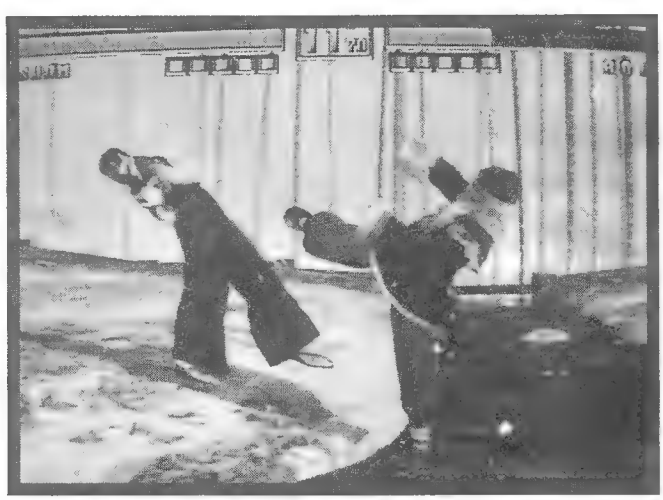
opponent. The one thing to consider when attacking Jacky is his ability to evade attacks speedily. Don't overcommit yourself or you'll end up paying—big time!

Vs. Wolf

Use the same tactics against Wolf you used to beat Jeffry: Fast combo attacks with plenty of height variation will quickly overwhelm the wrestler. Don't move in to try and mix throwing techniques with Wolf, he'll beat you every time!

Vs. Akira

This is a very tough match. Shun is one of the games weakest counterattacking characters, and this forces you to take the fight to your opponent. Unfortunately, this plays right into the hands of the counterattacking king, Akira. Low attacks and sweeps give Akira the most problems. Varying your attacks also helps.



Shun-Di attacks his opponent with a high kick. This move is fast and very powerful, simply press the Kick button to perform it.

Vs. Aoi

Trying to match Aoi for speed in this bout simply won't work. Let Aoi attack you; when she makes a mistake—or, better, when you block one of her attacks—counter with a combo of your own: Shun has few throwing techniques, so this is the best way to punish her!

Vs. Taka-arashi

This is one of the hardest matches you'll face as Shun-Di. The Sumo giant has all the tools to make life very difficult for Shun. The best way to approach this match is simply to keep attacking! It may sound foolish to move in and fight hand-to-hand with Taka-arashi, but Shun has no counterattacking ability, so this is the only way he can win. Good luck!

Taka-arashi

Date of Birth:	11 November 1968
Sex:	Male
Blood Type:	O
Height:	Unknown
Weight:	Unknown
Job:	Ex-Sumo Wrestler
Hobby:	Shougi
Nationality:	Japanese
Fighting Style:	Sumo

Story Line

In the Sumo world, Taka-arashi is famous for his brutal fighting style. One day, while drinking in an American bar, Taka-arashi agreed to settle an argument in an underground fist fight. He fiercely destroyed his opponent, a man famous in the world of underground fighting. On returning to Japan, Taka-arashi informed his boss of his decision to leave Sumo wrestling. That same day, the giant received an invitation to the third *Virtua Fighter* tournament. With his blood still boiling with the thrill of battle, he accepted.

Skill Ratings & Basic Battle Strategy

Throw:	9/10
Speed:	4/10
Strength:	8/10
Combo:	4/10
Counter:	8/10
Overall	7/10

As you can probably guess, Taka-arashi is a powerful but slow character. Imagine the power and throwing ability of Jeffry and Wolf, multiply that by three, and you get some idea of just how strong the ex-Sumo giant is! If you're looking to play as Taka-arashi, you'll have to learn how to block well, and then follow up with powerful throwing techniques.

Regular Attacks

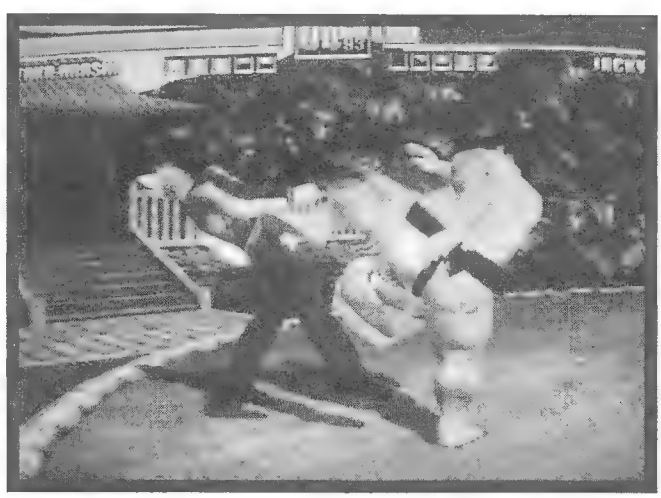
Stretching Hands	P, P, P, P, P, P
Striking Hand	f, f + P
Many-Handed Punch	f, f + P, P, P
Victorious High Strike	d/f + P
Demon Smiling Victory	P + K
Taka's Talon	D, b, f + P
Groin Kick	b + K
Elbow	f + P
Smashing Fist	P + K
Force Blow	D, f + P
Close Strike	b + P + K
Opening Sweep	d + P + K
Demon Murder	d/f + P + K

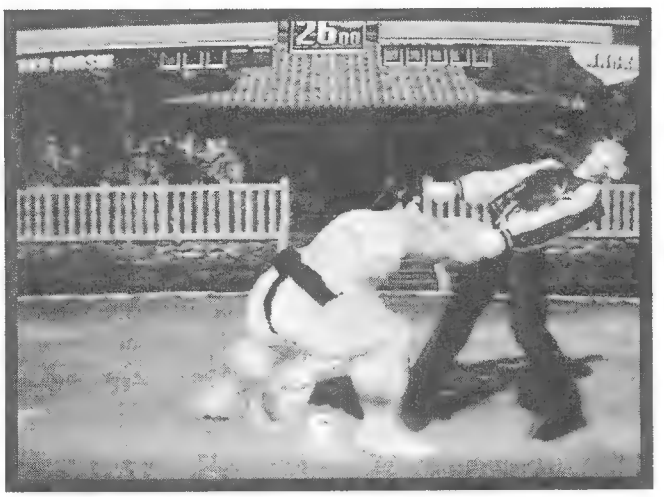
Taka-arashi attacks his opponent with a barrage of power-packed punches. To perform this move, simply tap the Punch button repeatedly.

Throwing Techniques

Hanging Outside	d/f + P + G
Sword Slash	D, b + P + G
Grasping Throw	d/f + P + K + G
High Hand Throw	P + G
Inverted Fall	f, f + P + G
Four Right	f + P +
Paddle Throw	f + P + G (must be done after Four Right)
No Competition	b + P + G + G (must be done after Four Right)
Hanging Throw	d/f + P + K + G
Hanging Drop	P + G (behind opponent)

This Sumo-style stomp attack is very powerful and very easy to perform. Simply stand close to your foe and press b+K to perform this move.





This shove attack is, once again, a powerful attack, but it's quite slow. You should be careful when you use it. Push f, f+P to do this move.

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Lau

The match against Lau is perfect for the counterattacking skills of the mighty Taka-arashi. Simply let Lau attack you and use your blocking skills to stop his attacks; then counterstrike with any of your throwing techniques.

Vs. Sarah

This match is another where Taka-arashi's slow counterattack style works well. Like Lau, Sarah Bryant is an aggressive fighter who takes the fight to her opponent. Use your blocking skills to stop

Sarah's attacks, and then counter with Taka-arashi's powerful throwing techniques.

Vs. Shun

Shun-Di's fighting style can cause problems for Taka-arashi. Because Shun moves in an extremely unorthodox way, anticipating his movements and acting accordingly can be difficult. Use a combination of counterattacks and punching rushes.

Vs. Pai

Again, this match plays right into the hands of Taka-arashi's counterattack strength. Pai Chan's fighting style is similar to that of her father Lau and Sarah Bryant: She really likes to go for it and attack her foe. Stay back and let Pai force the face of the bout. If your blocking is solid, you'll have lots of chances to counter.

Vs. Lion

This is probably the toughest match Taka-arashi must face. Lion Rafale has a low, crouched style of fighting and throwing him is a real problem. For this match you'll have to change your fighting style. Use moves like the Stretching Hands, Striking Hand, and Victorious High Strike to attack the small-fry Lion.

Vs. Jeffry

This match is difficult! Taka-arashi's strength is his ability to powerfully throw opponents. Unfortunately, Jeffry is just as good—and the CPU has an uncanny knack of performing moves a second before you do. Again, you'll have to change your tactics and use predominantly punching attacks, backed up with the odd throwing technique.

Vs. Kage

Kage is a tricky customer to beat because of his ability to change fighting styles with apparent ease. One minute he'll attack you with punches, the next he'll throw you to the ground. The key is to vary your attacks and play the waiting game: He'll run out of ideas in the end!

Vs. Jacky

Treat this fight with Jacky the same as your bout with his sister Sarah: Wait for the hotheaded race-car driver to attack you, and then use Taka-arashi's strength and throwing skill to punish him—big time!

Vs. Wolf

This match is similar to the bout with Jeffry. Wolf is another character who can match Taka-arashi throw for throw, and again this

Taka-arashi grabs his opponent and throws him to the ground with power. Stand close and press P+G to perform this easy move.

means that you must change your fighting style. Mix multipunch attacks with surprise throws!

Vs. Akira

Akira causes problem for Taka-arashi because he won't attack! This makes it difficult for the Sumo master to use his throwing attacks as a counter. Use a combination of punching attacks and throw moves. The other thing to remember is that Akira has a countermove for almost every style of attack: Vary your combos regularly!

Vs. Aoi

Aoi's speed can give Taka-arashi problems. Let Aoi attack you and then counterstrike; take extra care in this match, however, because Aoi has a number of reversal techniques that can really screw you up! The key is to vary your attacking methods as often as possible.

Vs. Taka-arashi

Fighting the mirror image of yourself is never easy, and in Taka-arashi's case it's harder than usual! The CPU character seems able to anticipate your movements and perform the perfect countermove at exactly the right time. Stay back and attack when your foe makes a mistake.

Wolf Hawkfield

Date of Birth	8 February 1966
Sex:	Male
Blood Type:	O
Height:	1.81 m
Weight:	110 kg
Job:	Wrestler
Hobby:	Karaoke
Nationality:	Canadian
Fighting Style:	Professional Wrestling

Story Line

After losing to Akira in a close match, Wolf returned to his home and resumed his training, with the forces of nature as his opponent. One day, he had a dream in which somebody stopped a man who was trying to destroy the world. When he told this to a local fortune-teller, he was told to "Obey your dreams. This is something you cannot ignore."

Skill Ratings & Basic Battle Strategy

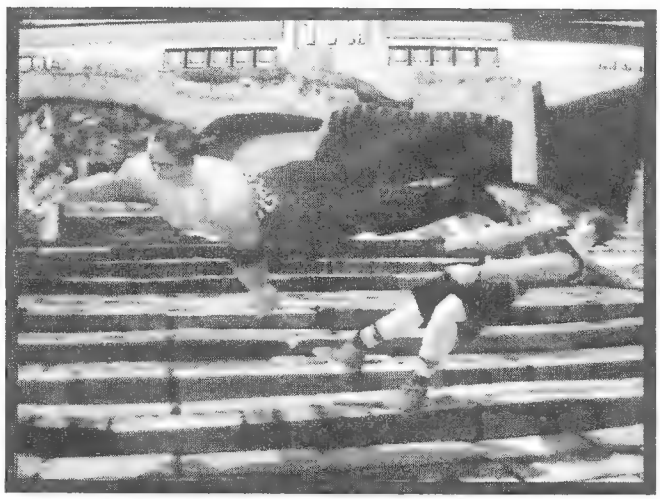
Throw:	9/10
Speed:	3/10
Strength:	9/10
Combo:	4/10
Counter:	3/10
Overall	9/10

The pro wrestler returns to the World Fighting Tournament, and this time he's armed with a load of new moves to pummel his unfortunate opponents with. Wolf has no significant countermoves and lacks speed, but more than makes up for these deficiencies with a huge selection of throws. To be successful as Wolf, you must be a tireless blocker and be ready to counterattack whenever you get the chance.

Regular Attacks

Face Lift	d/f + K
Low Drop	f, d + K

Flying Knee Kick	f, f + K + G
Neck Cut	K + G
Front Roll Kick	b, f + K + G
Level Back Chop	P + K
Grizzly Lariat	d/f + P + K
Tomahawk	u/f + P
Arrow Knuckle	d + P + K
Shot Range Shoulder	b, f + P + K
Attack Lariat	f + P + E
Shoulder Ram	b, f + P
Reverse Sledgehammer	D, f + P
Cornet Hook	d/b + P
Elbow Drop	b + P
Sonic Uppercut	d/f + P
Vertical Upper	D, d/f + P
Screw Lariat	f, f/d, d, d/b, b + P, P
Body Blow	f + P
Dragonfish Blow	f + P, P
Double High Kick	K, K
Hammer Kick	P, K
Jab Straight	P, P
1, 2 Upper	P, P, P
Elbow Smash	P, P, f + P, b + P
Drop Kick	u/f + K
Rolling Swat	f + K + G
Lariat	d/f + P + K



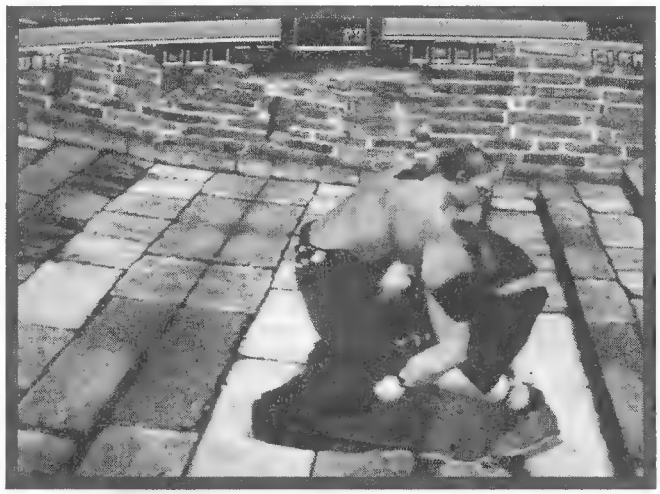
This is the classic wrestling move, Wolf performs the perfect drop kick on this helpless opponent. To do this move, you must be standing close to your foe and tap u/f+K.

Throwing Techniques

German Suplex	P + G
Body Slam	d/f + P + G
Steiner Screwdriver	d/f, d/f + P + G
Giant Swing	b, b/d, d, d/f, f + P + G
Wrist Claw	f, f/d, d, b/d, b + P + G
Frankenstiner	u/f + P + G
Arm Whip	f, f + P + G
Catch	f + P + G
Thunderfire Powerbomb	P + G (must be done after Catch)
Front Neck Chantry	d/f + P + G (must be done after Catch)
Spring Front Suplex	b + P + G (must be done after Catch)

Push	d/b + P + G (must be done after Catch)
Change	f + P + G (must be done after Catch)
German Suplex	P + G (must be done after Change)
Push	f + P + G (must be done after Change)
Tiger Suplex	b + P + G (must be done after Change)
Calf Grinding	d/f + P + G (must be done after Change)
Double Arm Suplex	d/b + P + K + G
Double Claw	d + P + G (opponent must be on floor)
Elbow Drop	d/f + P + G (opponent must be on ground)

Wolf holds his opponent high above his head and prepares to drive them into the floor. This move is extremely powerful—first perform the Catch move, then simply tap P+G.



Wolf grabs his opponent and sets them up for a big move, just press f+P+G while standing close to perform this attack.

Reversal Techniques

Captured	b + P + K
Dragon Screw	d/b + P + K

One Player vs. the CPU

Having problems with *Virtua Fighter 3*'s tough single-player mode? This section provides key strategies for beating every character in the game, including a mirror match.

Vs. Lau

Lau is an easy opponent for Wolf. Because Lau is an attacking fighter who tends to use combination moves, a player who can block well will have lots of chances to counter with throws. Use this bout to master Wolf's awesome repertoire of power moves.

Vs. Sarah

Sarah is another fighter who attacks, but her multilevel combination attacks are much more difficult to deal with than Lau's predictable combo attacks. You must learn to block high, and then quickly cover your feet. Try to use Wolf's regular attacks as often as possible in this match. The Shoulder Charge, for example, works very well.

Vs. Shun

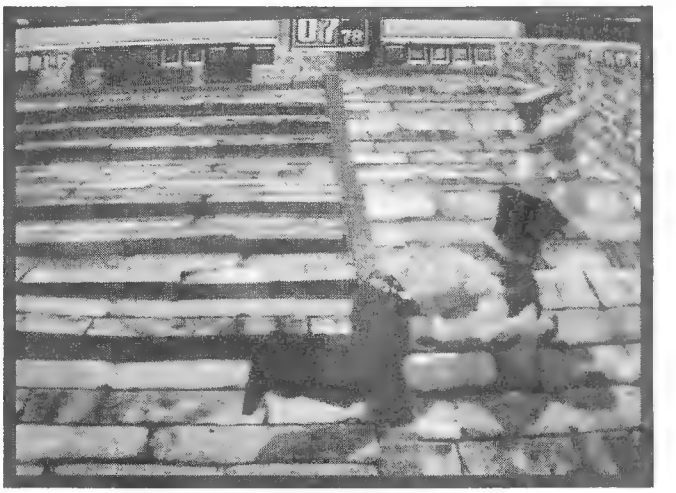
Beating Shun can be a problem if you over use Wolf's throwing techniques: The old man's multiple-punch combo is particularly deadly against a missed throw. Use a variety of regular attacks, mixing in the occasional throw whenever you get the chance.

Vs. Pai

As with the first match against Lau, this bout should be no problem. Pai's High Punch, Sweep Kick combo plays right into Wolf's hands, giving the big man an ideal opportunity to throw the stranded opponent.

Vs. Lion

Because he lacks any powerful low attacks, Wolf can have problems against Lion and his crouching fighting stance. Block low, and then when Lion attacks, counter with a powerful throw. Charging toward Lion and slugging it out is not an option. The skater's greater agility and speed is more than a match for the wrestler's brute force.



This is the Power Bomb and is possibly Wolf's best move. However, it can be difficult to execute, pressing P+G after the set-up will perform this move.

Vs. Jeffry

This match is a real battle of the titans. Both men have great throwing ability, which makes this a particularly difficult fight. Because the computer fighter has the uncanny knack of throwing at exactly the right time, you must really be on your guard. Don't forget it's possible to counter a throw by throwing at exactly the same time.

Vs. Kage

Kage is one of those fighters who can do a little of everything—he can counterattack, throw, and put a combo together—so a mixed attack is essential. Avoid using punches; Kage can counter them easily. Stick to kicks and throws for the best results.

Vs. Jacky

Jacky's attacking, hot-headed style can be his downfall. Stay back, keep the block button firmly held down, and before too long Jacky

will attack. Now when his combo comes up short, pummel him with a powerful move like the Giant Swing throw.

Vs. Wolf

Your mirror match is one of the trickiest fights you'll have. Mix up your fighting style to confuse the computer opponent. The best way to do this is to use small jabs and midkicks to soften him up, and move in for a big throw. If you become too predictable, Wolf will destroy you.

Vs. Akira

Because Akira will almost certainly counter any throwing attacks you attempt, try using moves like the Elbow Smash and Sonic Uppercut instead. This should catch the Kung Fu master off guard, and open up the possibility of future throws.

Vs. Aoi

This match should be a walk in the park for the mighty Wolf. Wait for Aoi to attack and use skillful blocking to stop him here. Now simply counterattack with one of Wolf's powerful throwing techniques. Easy when you know how!

Vs. Taka-arashi

This match is tough, to say the least. Wolf is great when it comes to hand-to-hand combat, but Taka-arashi is even better. For this battle I recommend you stay back and use combo attacks to knock your opponent to the ground. Now follow up with a Ground Stomp. Trying to beat the Sumo giant at his own game is pointless!

Dural

Once you've defeated the 12 main contenders in the *VF3* tournament, you must face the ultimate challenge—the cyborg super boss, Dural! This chapter gives you everything you need to know about Dural, including her special moves and fighting style. Most importantly, this chapter contains key battle tactics for beating her with every character—so know who you're controlling and you'll always have the upper hand. Let's kick some cyborg butt!

Meet Dural

Dural has been the final boss in the *Virtua Fighter* series since the original game, and in the third installment she's back—and tougher than ever! The fearsome cyborg resembles the T-1000 from *Terminator 2*. The graphical effects and reflections used on Dural are nothing short of amazing, and it's all too easy to get caught watching the incredibly smooth animation that brings her to life!

What Dural Looks Like!

If you're controlling a character on the Player 1 side of the arcade cabinet (left joystick), you confront a golden version of Dural in the bonus match. However, if you choose Player 2's side (right joystick) you must destroy a silver incarnation of the cyborg. Both versions are simply astonishing!

Dural's Moves

The single feature that makes Dural so deadly is that every move in the game is at her disposal! This means she could start an attack with Akira's Double Hand Palm, follow up with Pai's four-hit combo, and end the sequence with Jeffry's Ground Stomp! This can be very intimidating. Add all these special moves and combo attacks added to her amazing speed, and you have a fearsome opponent, indeed. It's a good thing you have this guide to help you out!

Tactics for Fighting Dural

The final match against the cyborg Dural may only be a bonus stage, but nothing's more annoying than battling your way this far and then failing to finish the game properly.

This final section of the book will help you defeat Dural and finish the game. Because battle tactics for beating a boss character as versatile as Dural are always complex, I give specific tips for each of the 12 Virtua Fighters. Study these top tips and you'll be ready to kick her butt!

Akira vs. Dural

Dural has all the moves of the other fighters, so devising a tactic that works consistently against her is virtually impossible. Your blocking must be excellent, and you must take every opportunity to counterattack. The Double Kick move works particularly well against her.

Pai vs. Dural

Use Pai to overwhelm Dural with a mixture of fast combination attacks, throws, and counterattacks. Remember that Dural has the moves of all the other characters, so no matter what the situation, the cyborg can always come up with something unexpected. For this reason, your blocking must be excellent.

Lau vs. Dural

There's no point staying back against Dural. Lau is an attacking fighter who finds counterattacking very difficult, so letting Dural use her huge repertoire of moves is a huge mistake. Attack from the moment the round starts. When you knock Dural to the floor, follow up using the Double Ground Stomp.

Wolf vs. Dural

When fighting Dural you'll have no shortage of opportunities to counter with throwing techniques, as the metallic cyborg goes on

the attack from the moment the round starts. Don't even bother attacking her. Simply block her moves, and then punish her with heavy throws and Elbow Smashes.

Jeffry vs. Dural

There's a real cheesy way to win this bout: Back Dural into a corner of the ring using regular punches and midlevel kicks; then use the Triple Headbutt. The three hits knock the cyborg clean out of the ring, giving you an easy victory.

Kage vs. Dural

The problem for Kage in this match is finding something that works against Dural's well-rounded attacking moves. The cyborg also has a nasty habit of being able to counterattack everything you throw at her, so using combo attacks can be a bit of a disaster. Instead, stay back, use your blocking skills, and throw whenever you get the opportunity.

Sarah vs. Dural

Use the Mirage Kick and Somersault Kick to knock Dural backward; then follow up with a Ground Stomp. The blocking skills you need to fend off the cyborg's attacks are difficult but essential, as they leave you with an easy throw.

Jacky vs. Dural

Blocking Dural out of a fight is tough, but as long as your defense holds up you should be able to beat the android with no problem. Jacky has more than enough power moves to beat the metallic

cyborg. Just make sure Dural doesn't kill you before you get a chance to use them!

SHUN VS. DURAL

Don't hold back: The cyborg has every move in the book at her disposal, so even if you try to play it cool, she has the upper hand. Your only chance of victory lies in throwing caution to the wind and attacking with your most powerful combos. Once you land a barrage of hits, jump to safety, and wait for the next opening.

LION VS. DURAL

Adopt a crouching block stance for this match. It's by far the safest position. Be patient and wait for Dural to attack. If your blocking holds up under the pressure, you'll either block her attacks or avoid them altogether. As soon as the cyborg misses with a blow, punish her with one of your many combos.

AOI VS. DURAL

Use Aoi's speed and throwing ability to punish Dural's missed attacks. This match tests your blocking skills to the limit. Dural can mix high and low attacks very quickly, and always follows up with a Ground Stomp, so you must be able to stop her regularly if you want to win.

TAKA-ARASHI VS. DURAL

Taka-arashi is the perfect character to fight Dural. The Sumo giant is primarily a counterattacking character, so you need only sit back and let Dural attack, something she does very well! Provided you

have the blocking skills to stop her from hurting you, you'll be able to use Taka-arashi's powerful throwing techniques to punish her every time: Always follow up with a ground attack.

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